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AMIGA FORMAT

ISSUE 21 ■ APRIL 1991 ■ £2.95



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Hyperbook ·
Surprise yourself as Gold Disk's innovative multimedia organisation system makes almost anything possible!



Graphics Special
Amiga Format's Animation Special
A unique tutorial gives you all the pieces you need to put together your own special Deluxe Paint III animation

Graphics in Games
Learn how you can get your graphics into games with our special tutorial

Documentation on page 15

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Workbench p195
Gamebusters p105
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Screen shot from CBM Amiga.

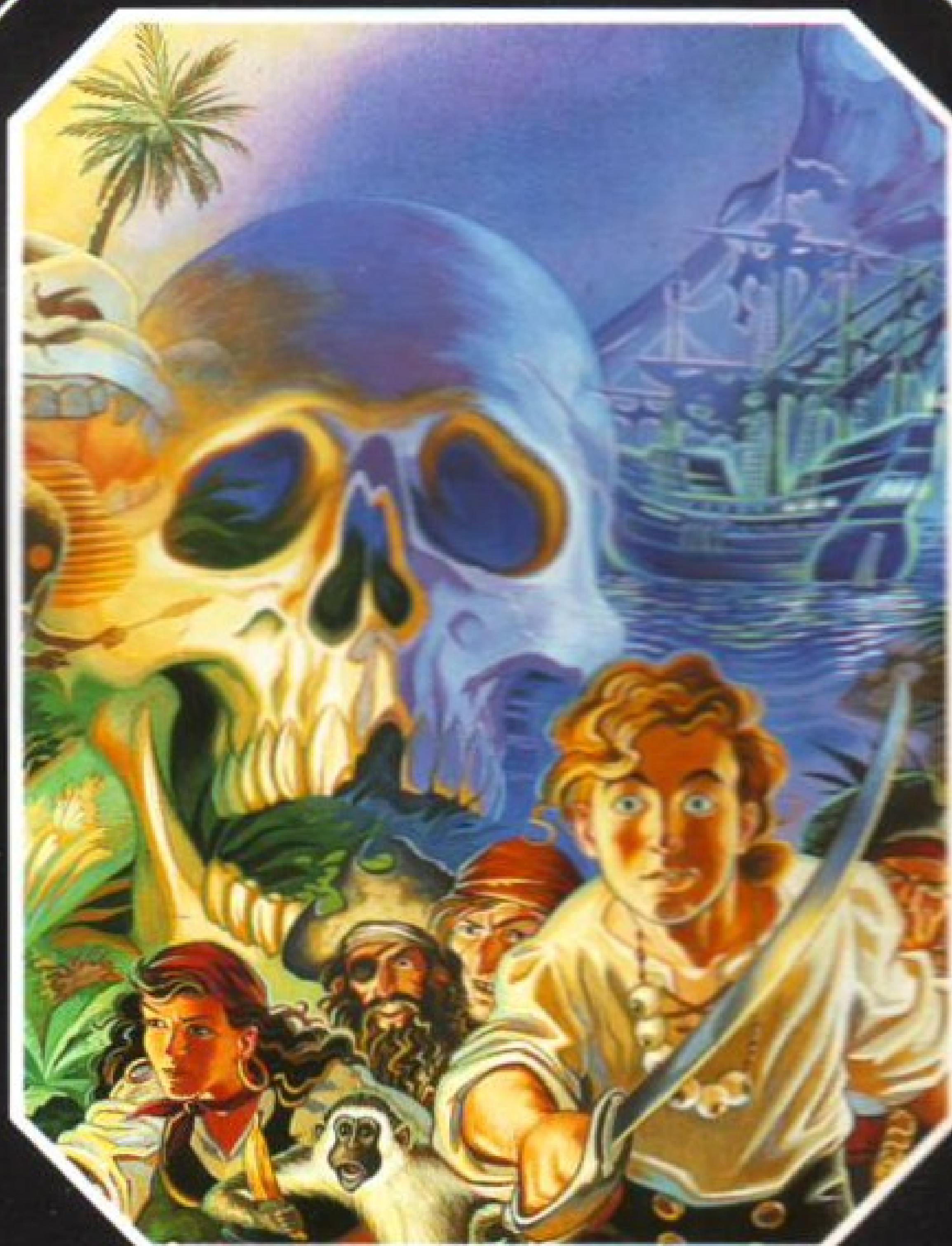


Based in the 1920's, Inspector Raoul Dussentier is aboard a ship in the Mediterranean. But no sooner has the cruise begun when Raoul is summoned to investigate a crime – the murder of his host Niklos Karaboudjan, the Greek shipping magnate. It's up to Raoul to throw some light on this sinister mystery!

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ATARI ST, AMIGA & PC (EGA, CGA, VGA, MCGA, AD-LIB, ROLAND and MT32 SOUND).

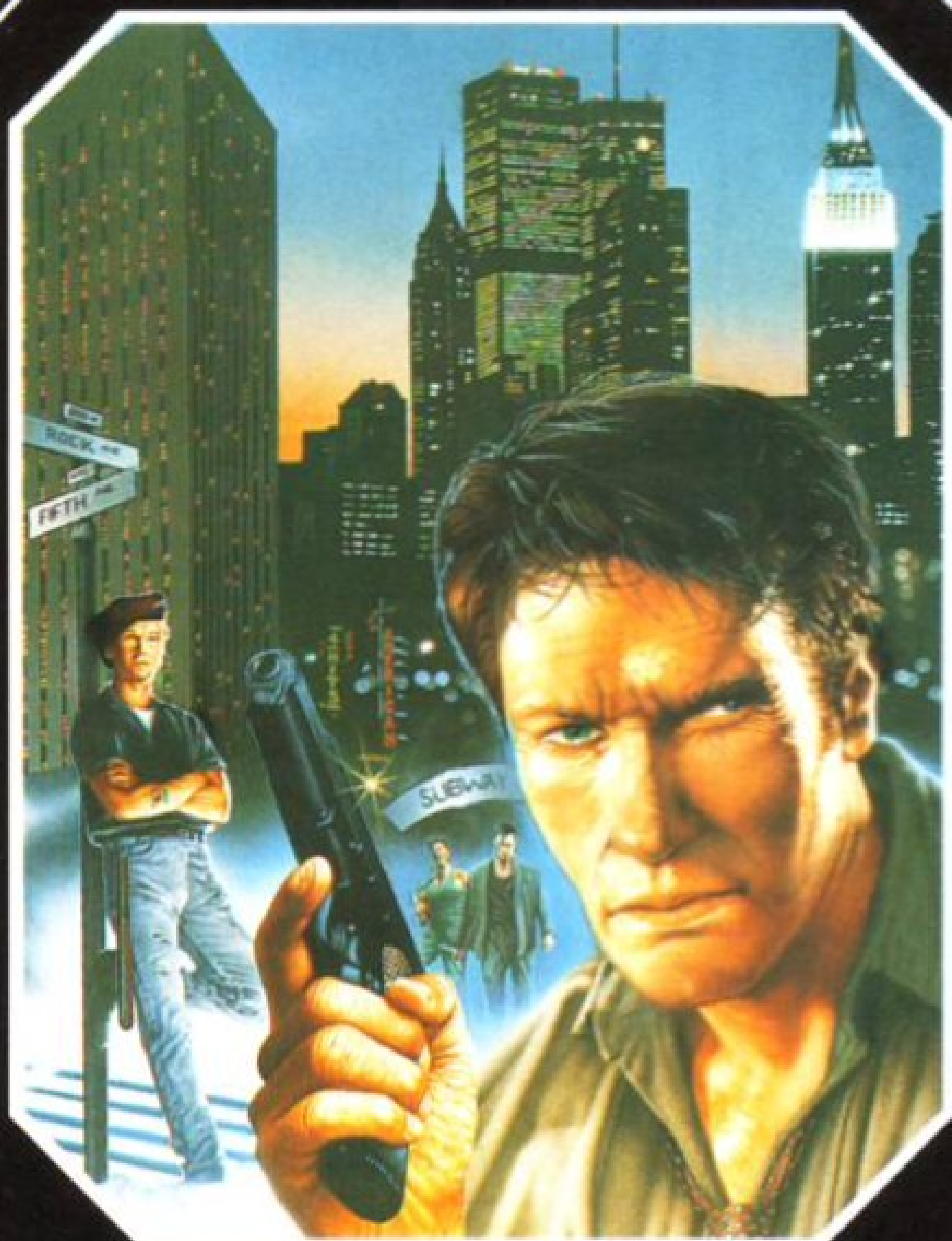
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CRIMEWAVE™



Screen shot from IBM PC.



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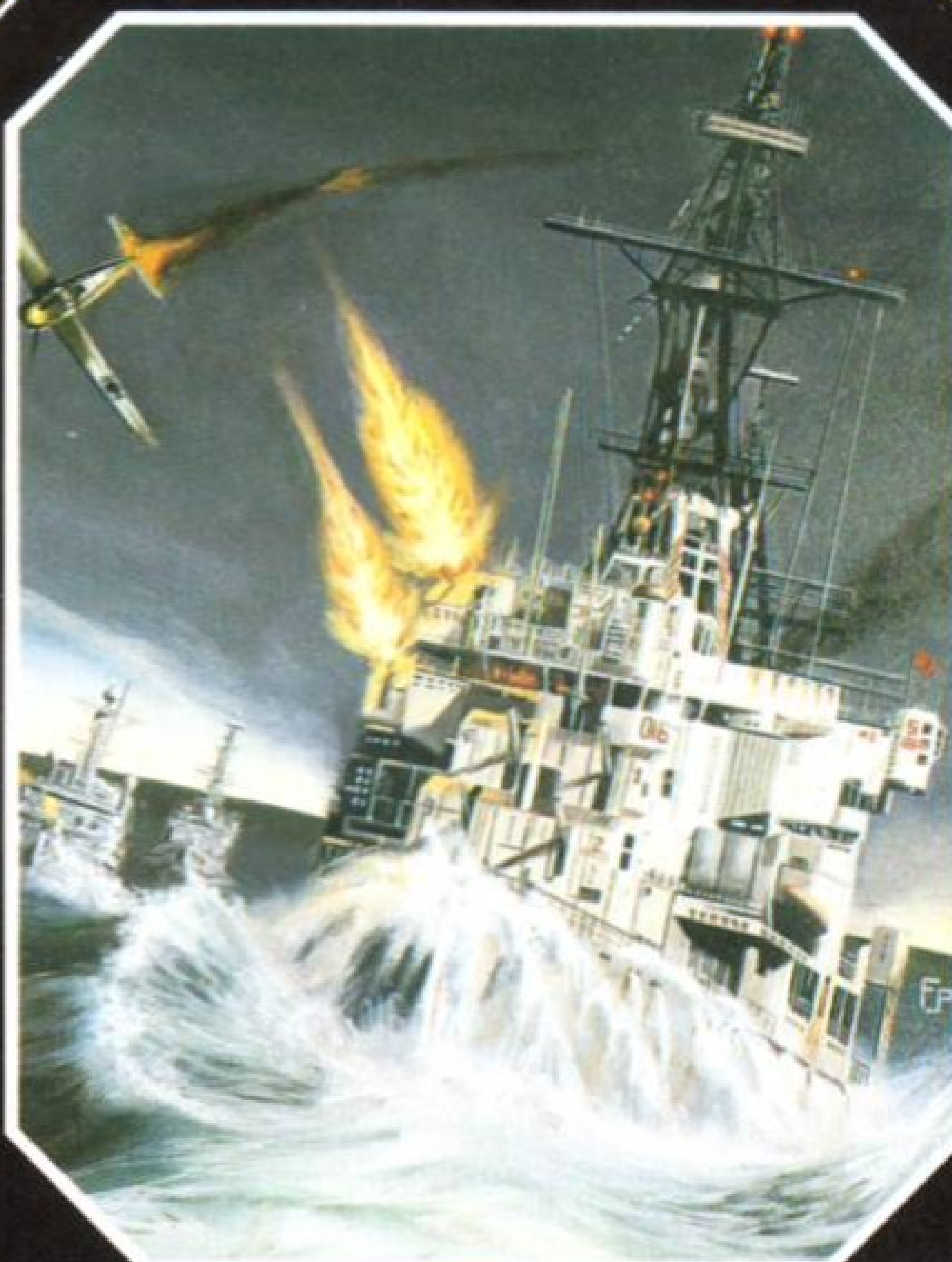
A powerful crime syndicate has taken over large areas of our major cities, turning them into a vast criminal wasteland. Arson, extortion, drug distribution and now ... terrorist abduction!

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ATARI ST, AMIGA & PC (EGA, MCGA, VGA, TGA and REAL SOUND™).

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ADVANCED DESTROYER SIMULATOR
From the creators of Sherman M4



Screen shot from CBM Amiga.



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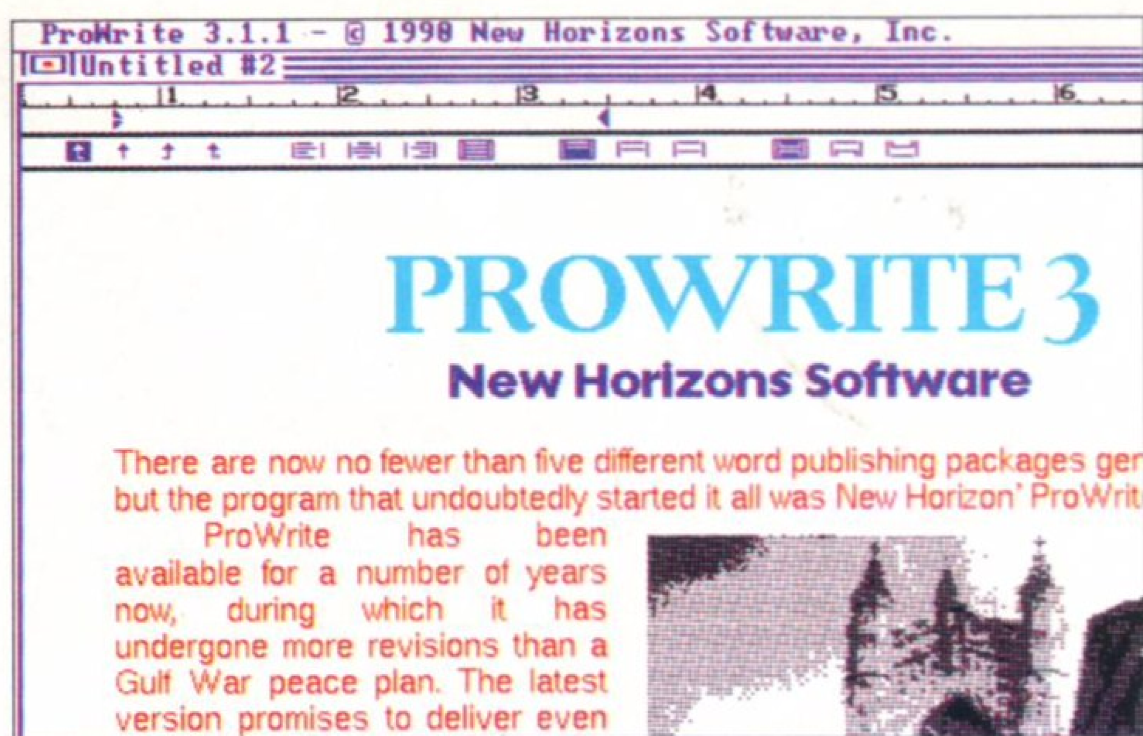
ATARI ST, AMIGA & PC (EGA, CGA).

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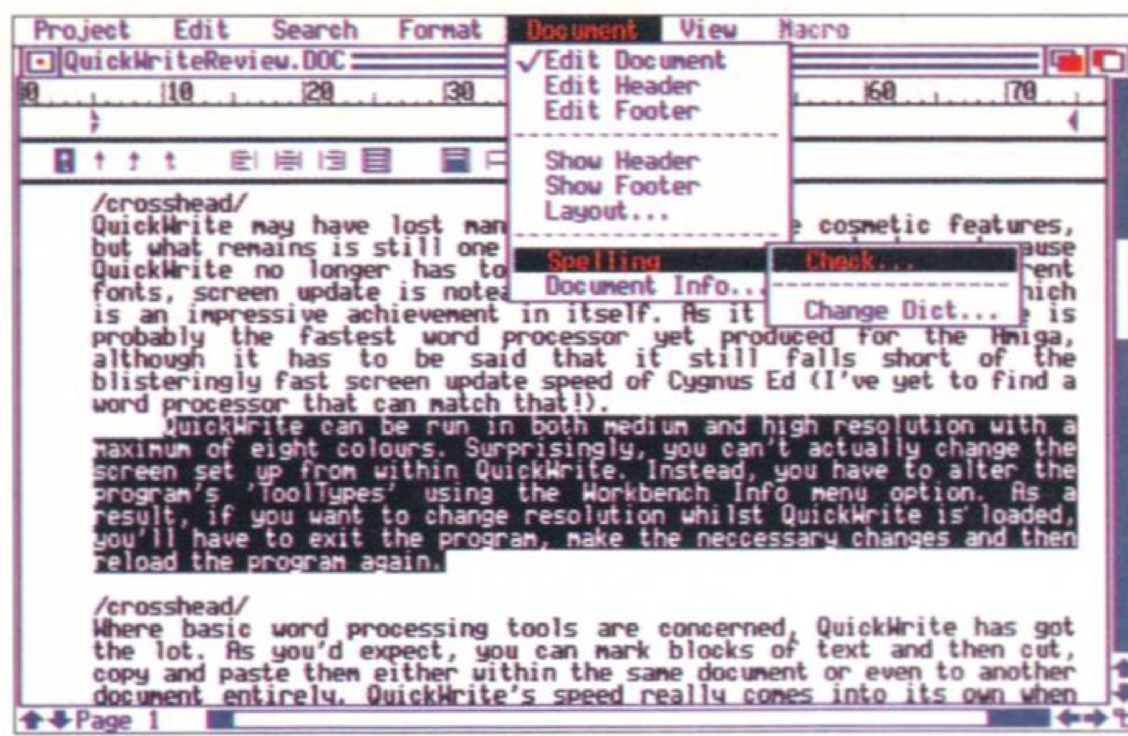
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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.



ProWrite 3 149

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Quickwrite 151

...or take a simpler approach...



Excellence! 2 155

...or is this the best for your needs?

Making masterpieces

If you've been missing out on the massive graphics power of the Amiga, you want to get in on the act! Our special feature will tell you where to start and where to go in graphics p23

AMIGA FORMAT 21 APR 1991

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PHOTOGRAPHY Ashton James, Bradford-upon-Avon COLOUR ORIGINATORS Swift Graphics Ltd, Southampton, PRINTERS Riverside Press Ltd, St Ives PLC, Gillingham NEWS TRADE DISTRIBUTION UK & WORLDWIDE: MMC Ltd 0483 211222 CIRCULATION DIRECTOR Sue Hartley 0225 442244.

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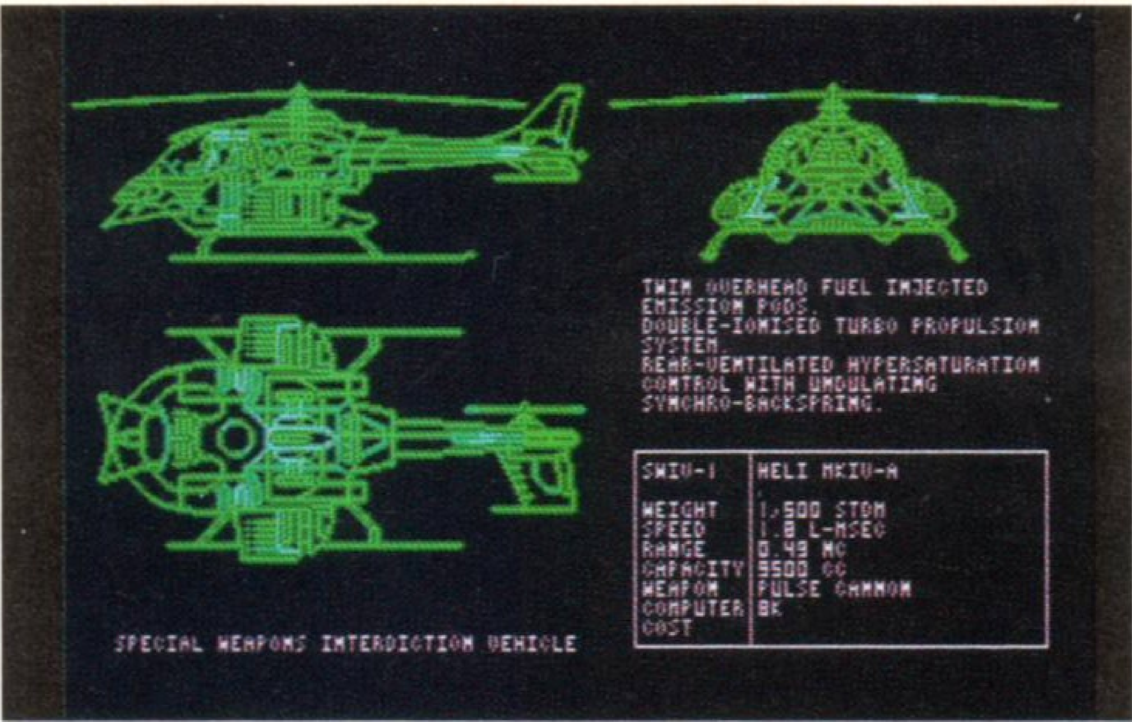
cullet, n.
broken glass added to new material in glass-making.

calyx, n. (pl. calyces)
a ring of leaves (sepals) enclosing an unopened flower-bud.

chignon, n.
a knot or ... at the bac... women.

coulter, n.
iron blade fixed in front of share in plough.

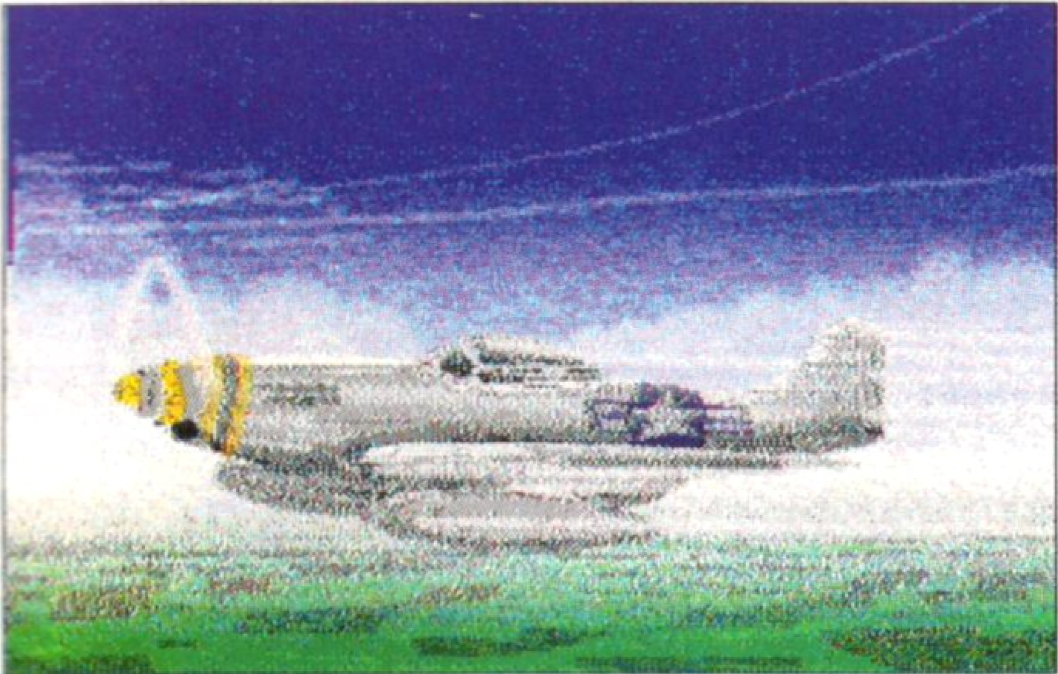
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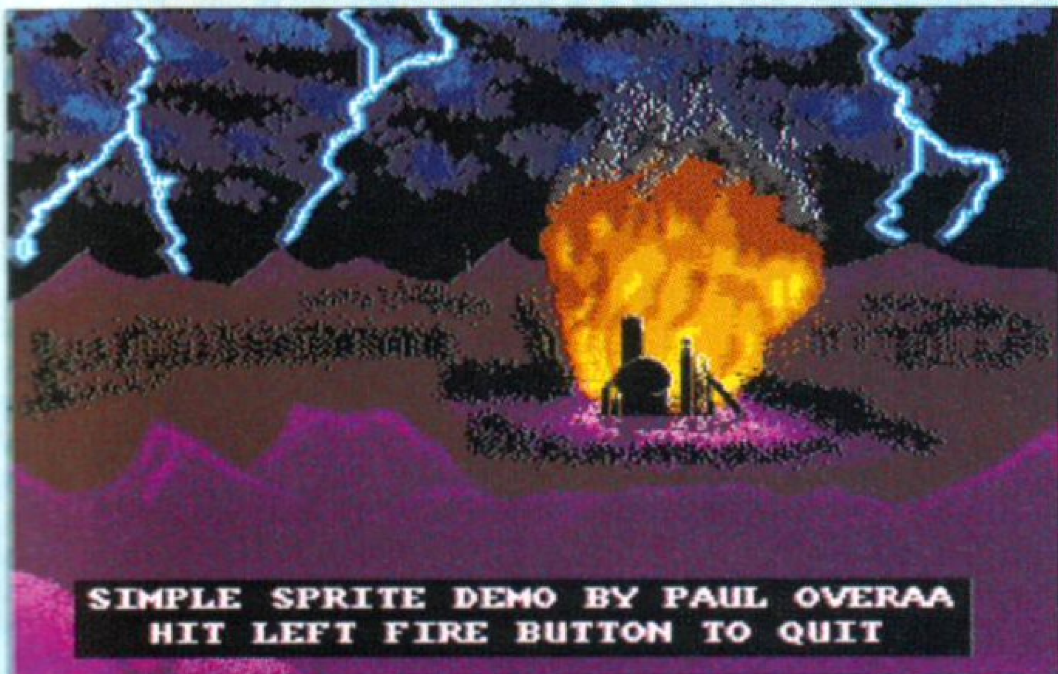
Deuteros 54
A new Millennium, but is it a classic?



Your complete guide – p23



Artists and their tips – p33



Getting into games – p117



Animation is easy – p120

Contents

Coverdisk P15

MOONSHINE RACERS – Get involved in this highly enjoyable playable demo of Millennium's new hillbilly racing game. Country music, country roads and only the police between you and the profit from your illegal hooch!

HYPERBOOK – One of the most impressive serious demos we've carried, this will introduce you toa whole new scene in multimedia presentation.

TV ANIMATION – If you have Deluxe Paint 3, you can create this nice little animation all for your self using the step-by-step guide on Page 120.

GRAPHICS IN GAMES – If you've ever wondered how those amazing graphics get into games, this demo and the feature on Page 117 will give you the low-down.

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SUBSCRIBE! P.167

If you read *Amiga Format* every month, why not make sure of your copy by getting it delivered straight to your door? Save hassle, save money and get a free game, too! See Page 167 for details! Also, take advantage of our Mail Order bargains in...

MAIL ORDER P.190



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EVERY CINEMATIC ADVENTURE NEEDS BLOOD AND GUTS - CENTURION'S THE FIRST TO REQUIRE BRAINS AS WELL

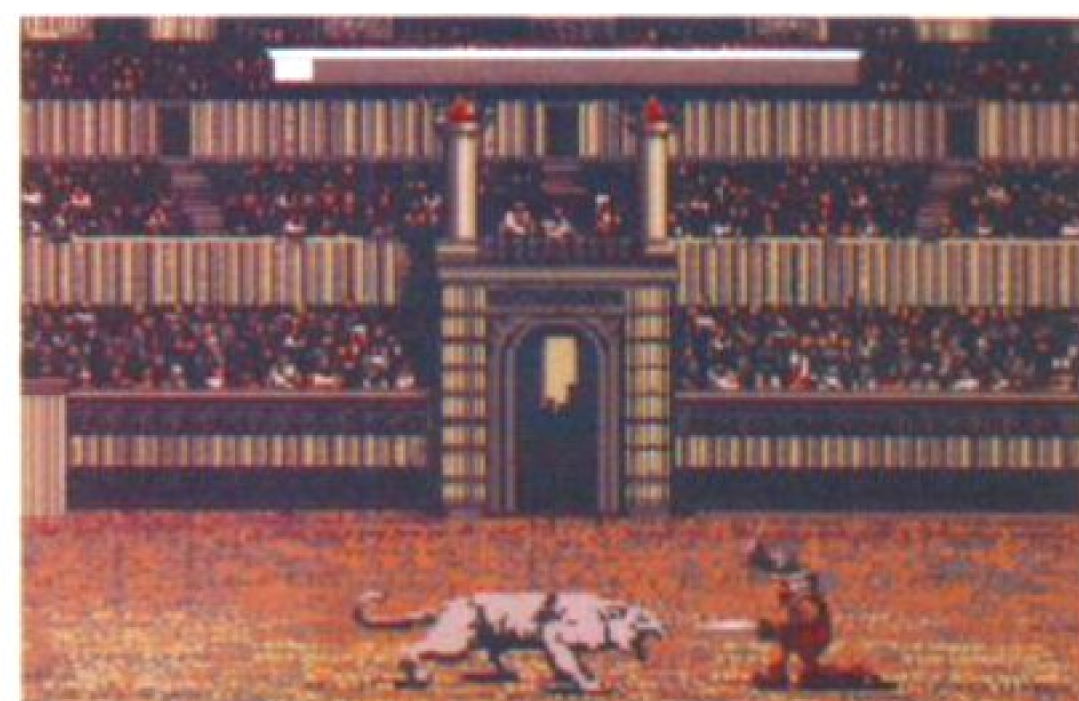












Up until now, so-called "cinematic adventures" have offered little more than a fair bit of action, a few pretty pictures, a couple of fairly convincing sound effects and a strategic challenge that wouldn't stretch the intellect of a gnat.

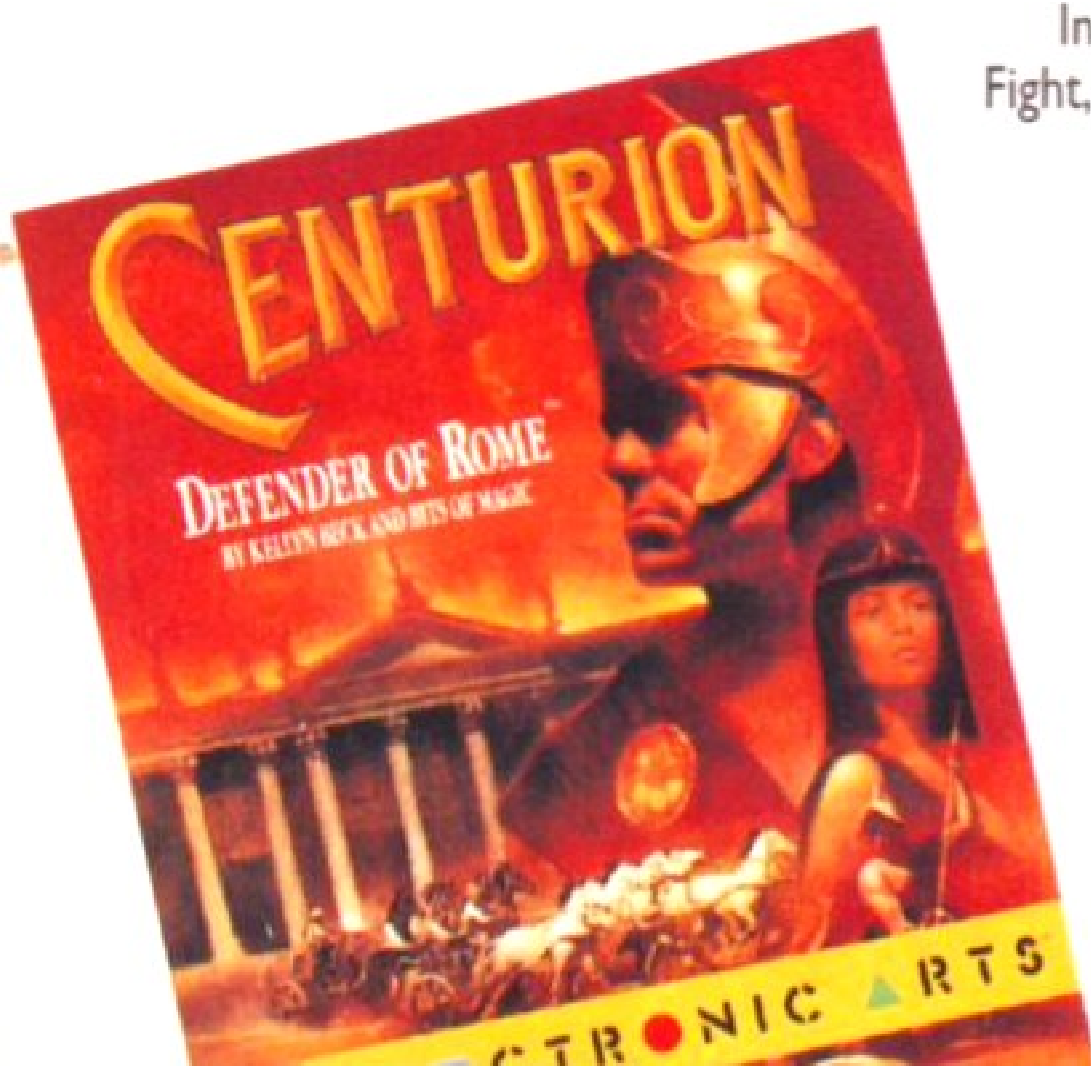
Now, from a new generation of games from "Defender of the Crown" designer, Kellyn Beck, comes "Centurion: Defender of Rome", the first movie game that allies stunning graphics with really challenging game play.

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New Scanner

The launch of a new hand-held scanner, Pandaal's DAATAscan Pro, is expected with some anticipation because of the manufacturers' reputation for quality work in this area. With resolutions of up to 400dpi and considerable picture-editing features in the software, the specification looks similar to several competitors: a full test in the next issue of *Amiga Format* will tell you more.
Tel Pandaal 0234 855666



Pandaal's new hand-held scanner, the DAATAscan Pro, promises great things.

Workbench 2 will come to the A500

With the 1 Mb standard Amiga 500 appearing, the new fatter Agnus chip slipping into new machines and the launch of the A500-P, an expanded A500, in America, the commitment of Commodore to upgrading the basic machine but retaining compatibility continues. The next logical step is, of course, being able to run Workbench Version 2 on an A500.

The new Workbench has many improvements in features and in ease of use, with a redesigned mouse-controlled graphic interface, so it would be good news for everyone to have it. The drawback is that you will need a new Kickstart 2 ROM chip and the new enhanced chip set to replace Paula, Agnus and Denise.

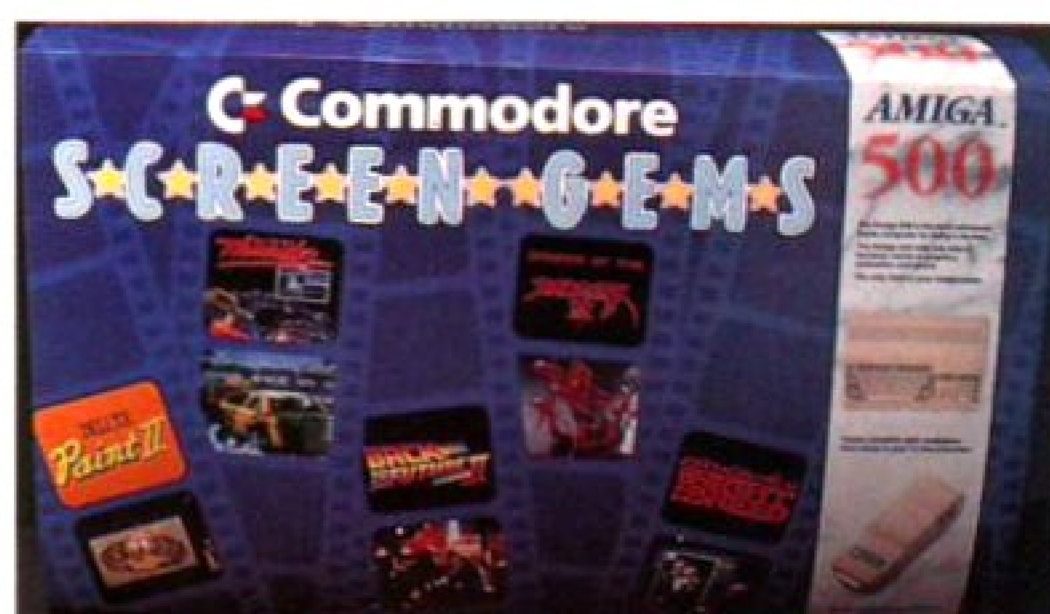
As yet, no release dates are set: but it is now inevitable that Commodore will start fitting new A500s with the new kit and release an upgrade for current A500 owners. Commodore "are working on it", says spokesman Andrew Ball.

A500 will have 1Mb as standard

From March 1st, the Screen Gems pack features an Amiga 500 expanded to a full one Megabyte at no extra cost. The addition of Commodore's standard A501 RAM expansion effectively commits Commodore to the principle of a 1Mb machine being the standard minimum from now on: when asked whether this was a move towards the Amiga 500 having 1 Mb as standard, Commodore's Andrew Ball replied simply "Yes".

Many games, such as *Paradroid '90* or *Indy 500*, now have extra features if 1Mb of memory is available, while some, like *The Immortal* or *Chaos Strikes Back*, have to have 1Mb to work. More memory also gives you greater power when using graphics and creativity packages like *Deluxe Paint III* and, again, many need 1Mb minimum to work.

Not only does this put much greater power in the hands of the Amiga owner, it also strengthens the Amiga's position as the top home computer in the UK. Claims in the past that the Amiga 500 was overpriced have been overtaken by growing appreciation of its strengths and this latest move simply confirms its spot as top dog.



From March, the Amiga in the Screen Gems pack will be fitted with an A501 RAM expansion at no extra cost, making the basic Amiga 500 a 1Mb machine.

The 1 Mb Screen Gems pack will still contain all the software – *Beast II, Days of Thunder, Nightbreed, Back to the Future II* and *Deluxe Paint II* – and sell for exactly the same price of £399 RRP.

Two new magazines for you, the Amiga owner

Future Publishing has announced the launch of two brand-new magazines for Amiga owners. Amiga Shopper, 'the magazine that's serious about your Amiga', is dedicated to bringing buying power to your elbow with up-to-the-minute news, authoritative reviews and comparisons and in-depth tutorials covering all the hardware and serious software around. It'll cost a mere 99p a month, making it an essential purchase.

Amiga Power, 'the magazine with attitude', aims to be the coolest Amiga games magazine ever to hit the streets. It'll carry more pages of game reviews than any other magazine and promises – by contrast to Amiga Shopper! – many a page of pure fun. The cover price of £2.95 will include a Coverdisk featuring a complete, high-quality, full-price game every month. Look out for both in a newsagent near you in April.



***Amiga Power*, 'the magazine with attitude'**
***Amiga Shopper*, 'the magazine that's serious about your Amiga'**

Amiga pushes into schools

Confiriming their eagerness to see the Amiga used in schools, Commodore have announced another limited period offer. On quoting their DES registration number, schools will be able to purchase a 1 Mb Amiga 500 at the bargain basement price of £299 as well as getting a free item of software from the following list: graphics software like a *Deluxe Print/DPaint 2* bundle, *Spritz*, *DPaint 3*, *Fantavision* and *Photon Paint*; music programs like *Music Mouse* and *Dr T's MRS*; educational language Logo with Talking Turtle; databases Infofile, *Superbase Personal* and *Maxiplan 500*; word processor *ProWrite 2.5*; the BBC Emulator; and *Let's Spell at Home*. Backing up the offer, a 1084 monitor and a 1550 NLQ dot matrix printer can each be obtained for £186. Currently, the education market should be up for grabs as the standard BBC machine is very aged and a successor has yet to emerge.



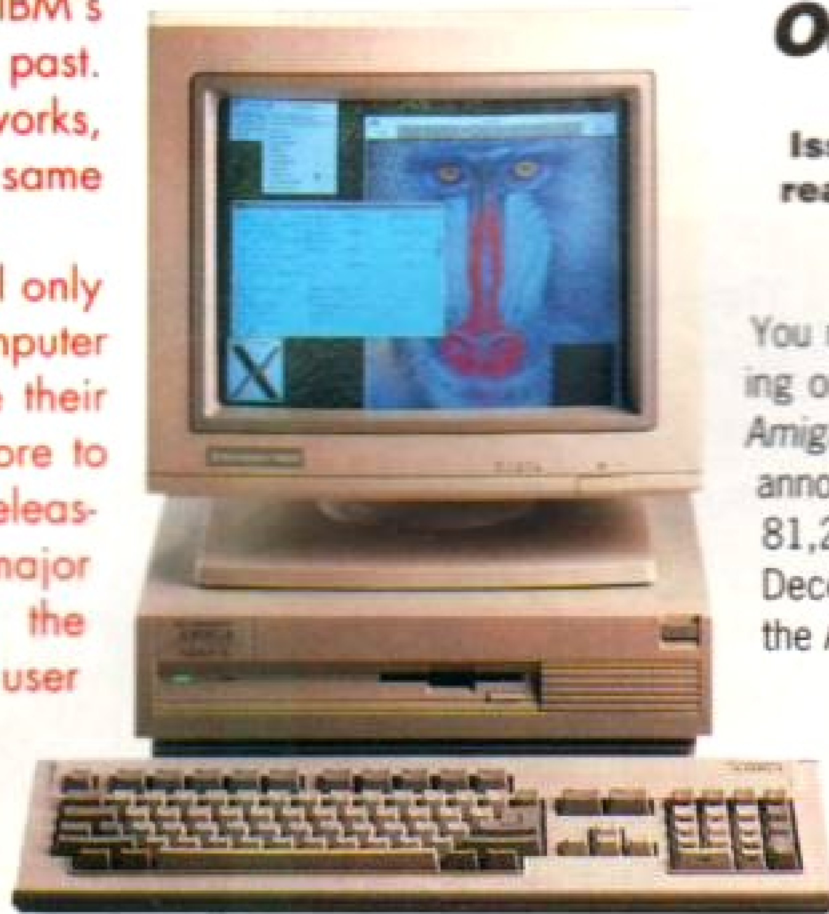
A special price of £299 for a 1 Mb Amiga 500 should encourage more schools to move to the Amiga.

High-end Amiga 3000 UNIX workstation launched to professional market

Commodore's Amiga 3000UX has just been launched and makes its mark as being the first to use the latest version of the Unix operating system, System 5 release 4. Unix is an 'open' system, which means that machines of different types and makes can all run under the same operating system, thereby breaking the stranglehold that 'closed' systems like IBM's MS-DOS for the PC have had in the past. Unix is particularly suited to networks, allowing many users access to the same files at the same time.

AT&T, owners of the copyright, sell only the source code for Unix to other computer manufacturers who then have to write their own useable version: so for Commodore to beat all other major manufacturers in releasing the latest version is a major achievement. Also included with the A3000UX is the X-Windows graphic user interface which is set to become an industry standard.

the A3000UX comes as standard with 8 Mb of RAM, a 100 Mb hard drive, a 68030 CPU plus maths co-processor and a ficker-fixed high-res mono monitor. American magazine Byte, which got a sneak preview, describes the A3000UX as "impressive and compact" and says: "When you put it beside a NeXT, Macintosh or a 386 workstation, the differences are in favour of the Amiga. It is an obvious choice for a low-end workstation."



The A3000UX will be the first computer to run the latest version of the Unix operating system. Unix is an 'open' system that allows many machines to share the same programs and the same data.

CD drive for A500 is confirmed



Yes, the Amiga 500 will be able to run software from compact disc. The CD drive is expected to cost around £350 and should enable Amiga owners to run CDTV software. Says Commodore's Andrew Ball: "It will be done as soon as we can, but let's get the CDTV out of the way first". Expect an appearance "round about June".

Our Success Continues

Issue 18 of *Amiga Format*: over 105,000 readers enjoyed it, making it one of the top ten magazines in the country.



You may like to know that you are now reading one of Britain's most popular magazines! *Amiga Format* is pleased as punch to announce that its circulation averaged 81,234 copies for the months of July to December 1990, as confirmed by official overseers the Audit Bureau of Circulations.

This makes us far and away the biggest Amiga magazine in Britain, but what this doesn't reflect is that more people are reading the mag all the time: Issue 18, for instance, had over 105,000 readers, making it one of the top ten 'billing' (circulation times cover price) magazines in the UK.

More important, perhaps, is that we are dedicated to pleasing more of the people more of the time. Next issue we'll be analysing your questionnaire replies from Issue 19 and responding to some of your requests. In the meantime, though, thanks very much for your support: we hope it's nice to know that you are part of a growing and very active group. With *Amiga Format*, you're where it's at!

A1500 cheaper by £150

The Amiga 1500 PHC (Personal Home Computer) is to have its recommended retail price lowered by £150 to £999, a price which includes a monitor, a bundle of high-value creativity software and books including *Amiga Format's* own *Get the Most Out of Your Amiga*. Although the A1500 is basically a rebadged Amiga 2000 with two floppy disk drives and no hard drive, it offers excellent value as an expandable machine for the more seriously inclined home user and the cheaper price can only strengthen Commodore's attempts to get it accepted as the domestiic equivalent of the business PC.

Disney keeps the kids happy

Disney's range of educational software based on their ever-popular cartoon characters is set to arrive very soon. The first release will be a fun game for youngsters, with no massive educational mission, based on the recent Disney *Duck Tales* movie.



Following up, Mickey Mouse is set to teach pre-school numbers, while Donald Duck deals with the alphabet and Goofy explores colours and shapes. Reviews are due in next issue's educational special, but it's safe to say now that great attention to both quality and detail is to be expected from a company with Disney's reputation.

CDTV LAUNCH IN APRIL

The first few pre-production models of Commodore's CDTV 'Interactive Graphics Player' arrived in this country during the middle of February and were placed straight in the hands of software developers to ensure that sufficient high-quality software will be ready and working at the launch of the machine in April.

Traditional titles now set to be ready at launch include Maxis' highly-praised city-building game *Sim City*, Mirrorsoft's shoot-em-up *Xenon II*, adventure games like *Herewith the Clues* and *The Case of the Cautious Condor* and education program Fun School. The strength of CDTV, however, is expected to lie in new concepts like the *Guinness Disc of Records*, encyclopaedias, the *World Vista Atlas*, *Digita's Dr Wellman Family Health Guide* and a guide to caring for your plants – all of which should be ready at launch. Whatever next?

Among the more striking possibilities afforded by CDTV is the suggestion that a modem to connect to telephone lines would make 'home shopping' a reality, along with CD-based mail order catalogues. Speculation is rife that British Telecom's CD-based complete UK phone directory containing over 17 million numbers, currently available to business PC users at a cost of over £2,500, might be released in CDTV format.

The CDTV is a strange combination of an Amiga, an audio CD player and a remote control handset. It promises to bring a whole new depth to interactive entertainment, education and gamesplaying with the large amount of storage afforded by CD allowing masses of detailed graphics, stereo sound and text information (see Amiga Format Issue 16, November 1990, for the most comprehensive study of the CDTV yet made and News, Issue 20 for details of the US launch).

CDTV is now expected to be in the shops on the high street by mid-April. If all goes to plan, five field testers appointed by Amiga Format will have machines very soon: full details next month.

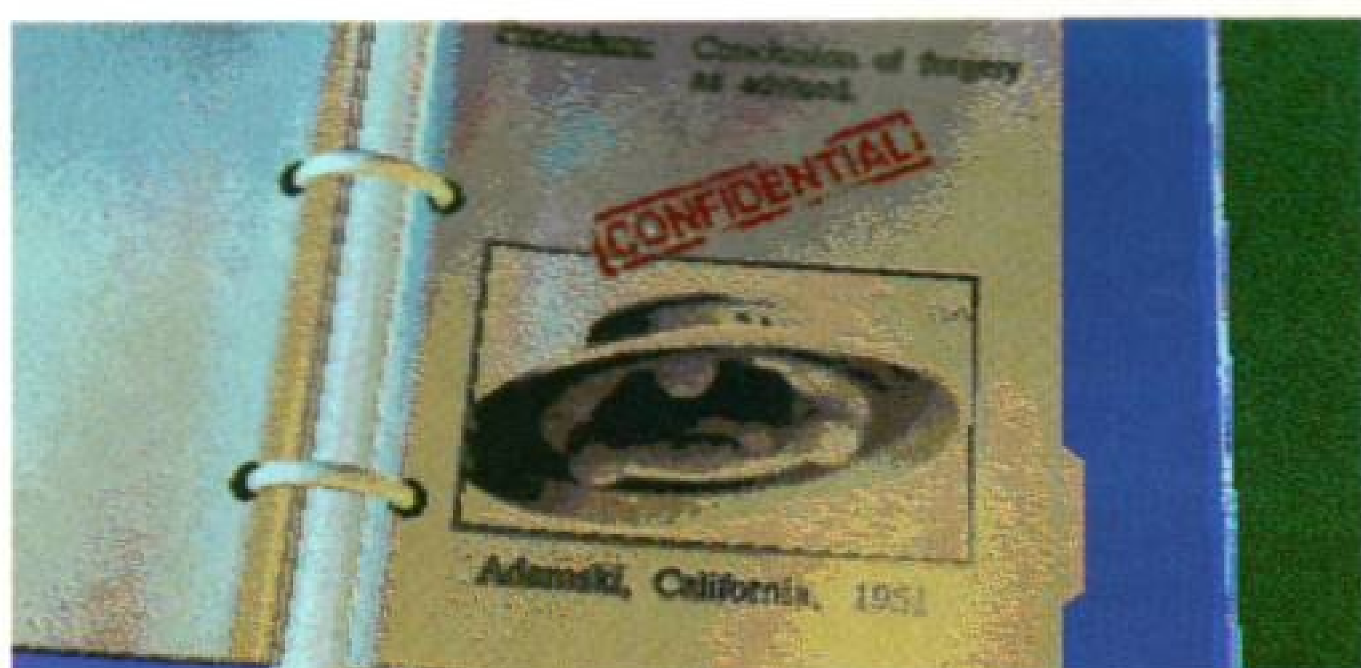


Commodore's imaginative new Amiga-plus-compact-disc machine, the CDTV, is expected to reach the shops at around April time at a price of £699.

Appeal for Edinburgh animation festival sponsorship

The annual Edinburgh Animation Festival in September shows off the work of Amiga animators to the public and is always an exciting event. Organisers Amiga Centre Scotland are keen to take it more towards centre stage, but need sponsors to help them fund their ambitious plans. Anyone who would like their name associated with this prestigious occasion should contact Martin Lowe on 031 557 4242.





Frames from the winning animation at last year's Edinburgh Animation Festival, a prestigious event for Amiga graphics.

CHUCK ROCK SLOBS OUT

Computer heroes have traditionally been a hunky bunch, or at least cute. Chuck Rock, the star of Core Design's current project, looks set to stand this convention on its head. He's a Neanderthal slob who doesn't shave and fights with his beer gut! The fully-fledged adventures of this Fred Flintstone with a hangover should be ready for review in Issue 23.



PGA TOUR TO BEGIN IN APRIL



PGA Tour Golf is finally ready to tee off on the Amiga this Spring. Widely acclaimed on the PC, PGA has been eagerly awaited by Amiga golfers. Golf has been a long-time computer sport fave and PGA will face some tough competition, but Electronic Arts feel confident of an albatross or two next month when the PGA Tour hits the review circuit.

DTP News

Although we promised toreview *Pagestream 2.1* as a follow-up to last month's DTP heavyweight head-to-head, we took a look at the program and realised that not much had been changed apart from a greatly improved manual, so we decided not to review the new version. UK supplier Silica confirmed that the changes were limited to the depths of the program and that to the user little was different. We can now confirm that Silica Systems are official UK suppliers for *Pagestream 2.1* at £199.95 and also *Professional Page 2* at £249.95 (tel 081 309 1111).

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- ***Sim City or Corporation .***

Choose one free for Atari ST, Amiga or IBM. Please phone if you have a different machine.



Of *Corporation*, **ACE said:** "Probably the most influential game of this genre making this an essential addition to your collection. **Zero said:** If you liked Dungeon Master you'll lurve this.
Of *Sim City*, **ACE said:** "Sim City is a politician's - or a gamesplayer's - dream... comparisons spring immediately to mind with Populous... but Sim City seems to have much more depth....". **C&VG said:** "Sim City is utterly fab"

- ***Help-Line - to help you solve most games.***

Manned weekdays until 8pm and on Sundays (not an 0898 number)

- ***Myth - exclusive to Official Secrets members.***



Written by Magnetic Scrolls, authors of Wonderland, *Myth* is a mini adventure set in Ancient Greece. In it you'll meet The Ferryman, cheat Death and face the nine-headed Hydra. *Myth* includes the famous Magnetic Scrolls parser and graphics and is included in the price of membership.

Amiga Format said: "An excellent adventure... witty, cunning and just plain good fun! If you liked Fish! you'll probably like this, because they're very similar in style: you may even prefer *Myth*, it's that good!" **CU 90%, Amiga Format 87%, TGM 85%, Crash 91%**

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Overseas orders must be paid by credit card. £

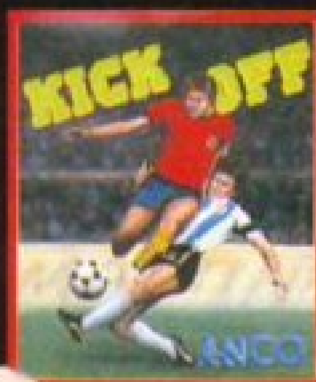
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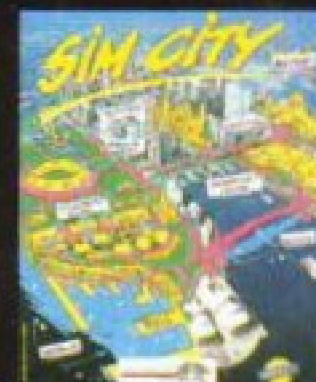
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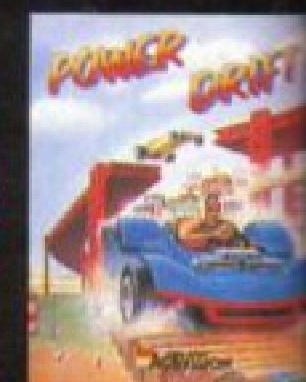
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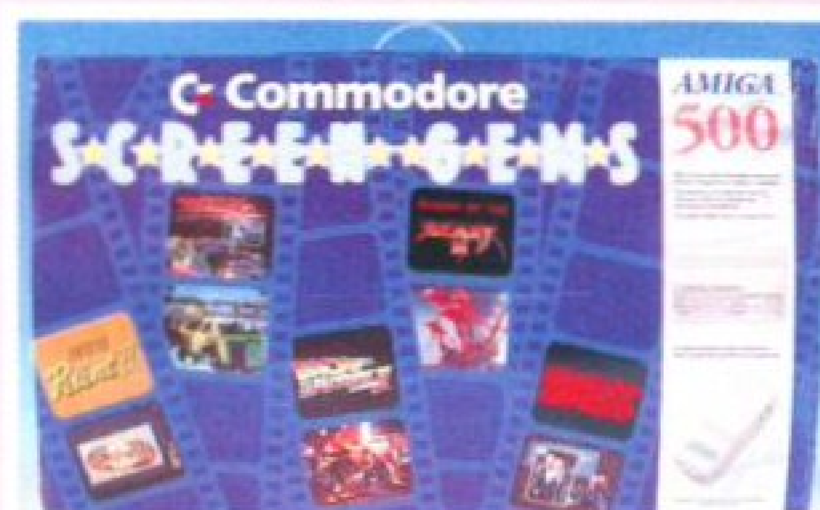
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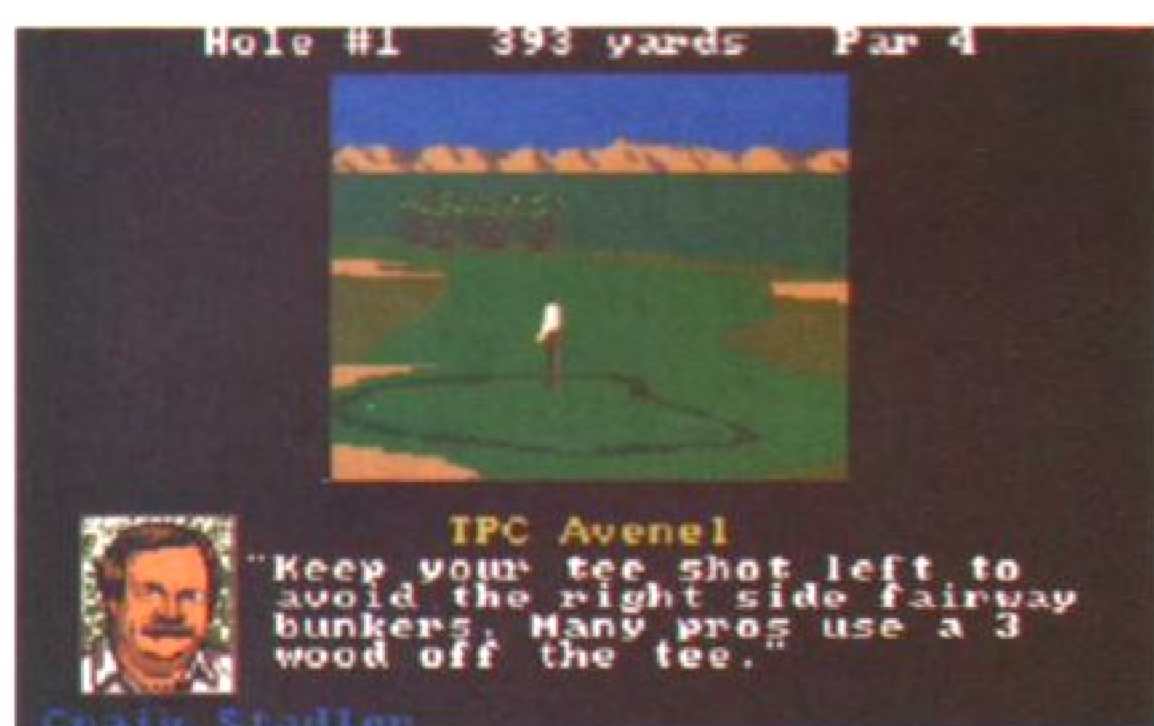


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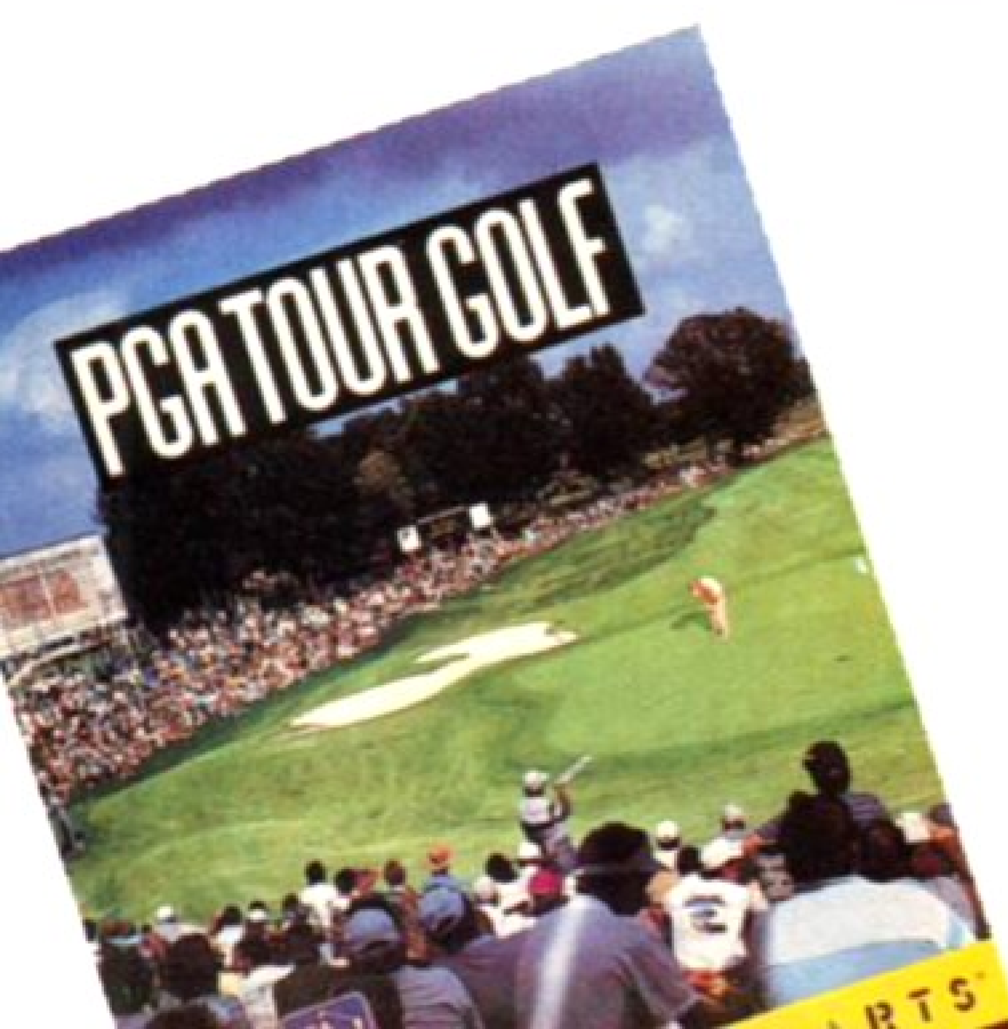
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ON THE DISK

MOONSHINE RACERS P15

A platyable demo of a superb racing game coming soon from Millennium. Guide your station-wagon around the many obstacles and other cars – and don't knock down the police warning signs or Fat Sam the Sherrif will be on your tail in nothing flat!

HYPERBOOK P16

Gold Disk of California have spent many years perfecting this multimedia authoring system. Even if you've never wanted to design a storyboard or create an interactive encyclopaedia, this cut-down version will give you a taste of the multimedia concept.

GRAPHICS DEMO P17

Ever wondered how the graphics get into games? As part of our Graphics special issue, this very simple demonstration written by Paul Overaa shows how. Get the full story of the code behind it on P117.

TV ANIM P17

Using Deluxe Paint III to create fancy animation effects has got to be dead difficult, eh? Wrong! MAFF EVANS tells you how easy it is on P120, and both the screen Parts with all the components and the full TV anim are included on the Coverdisk.

GETTING STARTED

Well, there are three different procedures for using this Coverdisk. To play *Moonshine Racers*, simply insert the Coverdisk into your computer and turn on. To see the graphics demo or get at the *Hyperbook* demo, you will need to use the Workbench disk supplied with your machine. To see the anim or the picture, you will need a copy of *Deluxe Paint III* or some other proprietary animation creator/viewer.

MAKING A BACK-UP??

Problems

DISK FAULTY??

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COVER DISK

Two excellent demos this month: the gaming fun's to be had piling down a country road im Moonshine Racers, while a taste of multimedia is offered by Hyperbook. PAT McDONALD has the instructions...

MOONSHINE RACERS

MILLENNIUM



Moonshine Racers: all you have to do is guide your station wagon through the hectic traffic.

The moonshine trade is full of pitfalls. You've spent weeks distilling the stuff in secret, then you have to get it to the customer – and that's what this game is all about.

The object is simple enough to understand. You have to deliver a consignment of moonshine to Tucker's bar. To stop you from doing this there's plenty of other cars on the road, loads of obstacles and a vindictive Lawman called Fat Sam the Sherrif. Various CB messages from the characters are displayed on the screen as you progress.

Running into anything damages your vehicle and slows you down. At the top left of the screen is a temperature gauge – if this is getting close to the top then it's wise to slow down and let your engine cool down a little. If it boils over you break down and have to start again.

Running into police barriers across the road will start the Sherrif chasing after you in nothing flat. Evading him is very tricky indeed – usually you'll be off the road in no time at all.

Should you survive to the end of the short course in the demo, the game will stop and a short message from the game's characters will be delivered at the top right of the screen.

The full game features 15 courses that are much larger than the one in the demo, a garage section where you can upgrade your MOT failure of a station-wagon and the sound of more outrageously fast Hillbilly music.

GETTING GOING

After you've switched on your machine and inserted the Coverdisk, *Moonshine Racers* will load straight away. It's a racing game with a few twists. First of all a gallery of the game's characters is displayed: if you've already seen this you can skip past it by pressing the spacebar.

To play the game itself you will need a joystick: it sounds silly to mention it here, but if I had a penny for every time...

The controls are: push forward to accelerate; pull left and right to steer left and right. Switching between high and low gears is done by pressing the fire-button – there's a little icon at the bottom right of the screen which tells you what gear you're in.

HYPERBOOK (1 MEGABYTE NEEDED)

GOLD DISK

This demo contains over 90% of the full price product, and is probably the most complex Coverdisk program to date. For a full review of the whole product, turn to P139. For those keen to go straight in, here goes...

GETTING STARTED

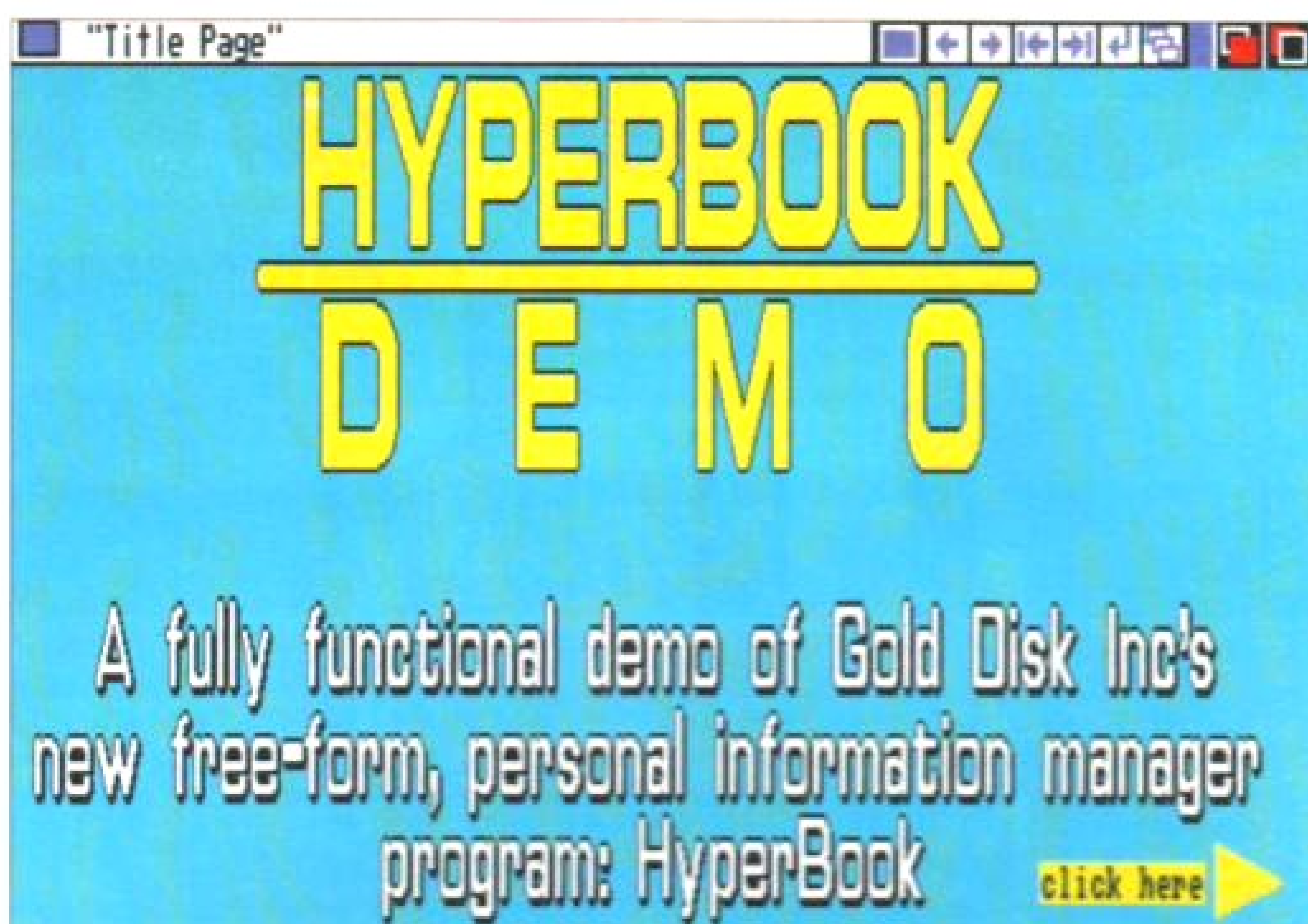
The *Hyperbook* demo will not run straight from the Coverdisk. To make it fit it has been crunched down by an extreme amount. First thing to do is decide where you want it to go – if you have a hard drive, fine, but if you haven't then start off by booting Workbench and formatting a floppy disk for the demo to go onto. The instuctions here assume you're installing on a floppy disk called Empty, but if you have a hard drive, replace references to the floppy's icon with you hard drive's (or a partition's) icon.

Next, insert the Coverdisk into any floppy drive. Once the drive light has gone out, double-click on the large Amiga Format disk icon. This will bring up a window of two more icons: the Arcade Demo and the HyperBook demo drawer. Double-click on the latter, take out the Coverdisk when the disk light goes out (users with two or more floppy drives will not have to do this) and insert your blank floppy.

Click once on the Install-me icon – it's shaped just like a screwdriver and will highlight once selected. Press either shift key on the keyboard and keep it pressed while double-clicking on the blank floppy's icon – it will be shaped like a disk with the name Empty. Let go of the shift key.

There now follows an incredible amount of disk swapping, unless you either have three floppies or one hard drive. A change of disks will be needed every couple of seconds or so at first – a small requester box will appear in the top left hand corner, telling you which disk to insert next (Workbench, the Coverdisk or your Empty disk).

The decompression program is called Zoo, and it opens a window in the middle of the screen. Once the process has been started, it's automatic – all you have to do is change disks. When you see the words "Zoo – extracted" start to appear, disk swaps become a little less frequent. Once it has finished, the window will close and you will be left where you began: except the *Hyperbook* demo is installed.



The *Hyperbook* demo opening screen. As you can see, where you need to click next is both made clear and totally up to you.

LOOKING GOOD

Now close the window marked HyperBook_Demo and the window marked Coverdisk_21 – to do this, you have to click on the little box at the top left-hand side of the window. Doing this saves some precious memory, and you won't be needing it anymore.

Double-click on the disk icon marked Empty. This will open a window which apparently contains just a Trashcan icon. The *Hyperbook* demo is out of sight – see the picture on this page to see just where you should click to bring it into sight.

Once you see the drawer marked HyperBook_Demo, double-click on it. This will open another window with two icons on it. You should double-click on the "Click me First" icon: this doesn't appear to do anything, but in fact it tells the demo where to find itself.

Congratulations! You are now ready to run the demo itself. Double-click on the "HyperBook Demo" icon to start it – expect to wait about 30 seconds before you see the demo on the screen.

EASY AS PIE

What you see on the screen once the demo has loaded is a sample *Hyperbook*. This gives an introduction to what the program can do, and explains many of its features.

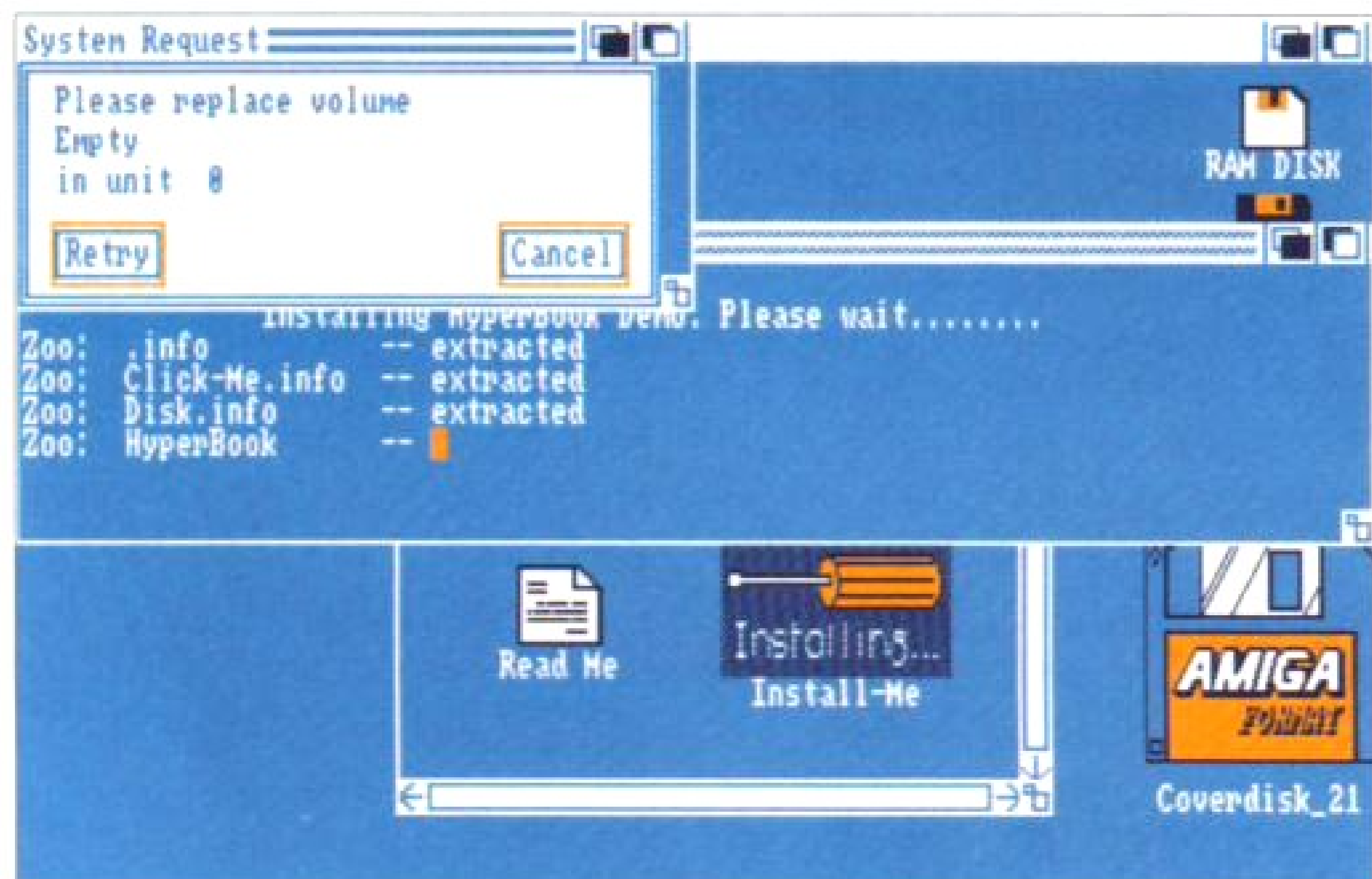
To navigate your way around this book, rather than turning the page you click with the mouse on a button which explains what you'll see when you click on it. Easy!

This is the strength of Hypertext. Rather than going to an index for a cross reference or flipping through pages, you can click on an entry and go straight to it. A brilliant idea that you can only do on a computer.

With this demo, you can alter the sample *Hyperbook* to a certain extent, and see how the creation process works. What you can't do



At the end of the installation procedure, you need to click here. This is the gadget for moving around a window without making it any bigger – at the moment, the *Hyperbook* demo is out of sight, and the window needs to be scrolled down.



Installing the *Hyperbook* demo takes time and patience, so it would be sensible not to do it when you're in a hurry.

EASY ACCESS

To get to the five menus, you need to move the mouse pointer to the top of the screen and press the right mouse button. The reason for this is that that button is used for the actual editing onscreen: it brings up the action menu for each object when you're in edit mode. Here's a quick rundown of the menus:

PROJECT MENU: Most of these are pretty self-explanatory, the exceptions being Default, which is for getting the full program to start up the way you want it to, Tiny Window, which puts you back to Workbench but leaves *Hyperbook* running, and Empty Bin, which quickly gets rid of unwanted objects.

PAGE MENU: These options usually bring down a window for setting up a page. Options include setting the number of colours, clicking Interlace mode on or off and the page effect - that is, how the page first appears onto the screen. Note that the Load, Save and Merge Page functions have been disabled.

COMMANDS: There are two sets of commands. The first group is for finding specific areas in the *Hyperbook*. Each object and page has a name (which is usally set to Page1 or Object3, but can easily be changed). You can do fairly fuzzy searching – if you put in a search for "red", then "red", "Fred" and even "Bored" would be found. 'Find again' will go from the present location using the same search pattern.

The other set of commands is for looking at data outside the program. You can view text and graphics from different disks, and you can automatically run your favourite word processor or paint program.

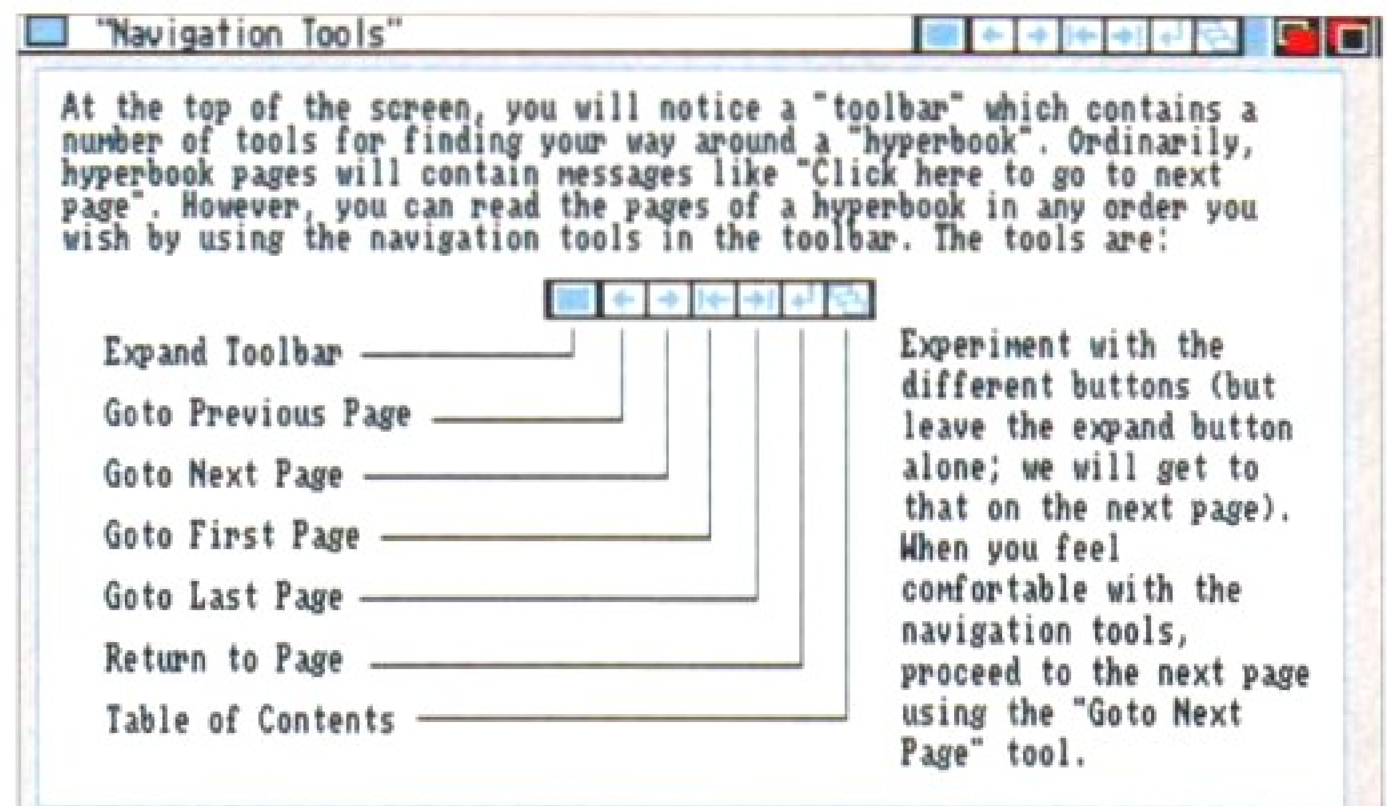
PREFERENCES: If you want to change the way that *Hyperbook* works, this is the place to look. You can do things like set a coordinate window up (displays exactly where the mouse pointer is – useful for precise positioning), use interlaced text, and so on. Most of these functions are either on or off. You also tell *Hyperbook* which word processor or paint program to run when the relevant command is used.

HYPERBOOK (1 MEG)

GOLD DISK



Moving a little further into the demo, all the various functions are clearly explained in some detail. Do not be afraid to play around a little with any of the editing features – it's the best way to learn.



Telling yo how to use the Hypertools is a job for a *Hyperbook*. This is the toolbox in simple, unexpanded form – clicking on the button will cause the full set to appear.

is save any changes: but then, what do you expect in a demo? The Load, Save and Merge Page functions have been cut out to limit how far you can go. Finally the Arexx functions have been removed, due to the fact that you need Arexx to use them – it also made the demo smaller.

CREATION

All the parts of each *Hyperbook* page are called objects. There are five different types of object – notes which contain just text, lists which contain lists of different pieces of text, pictures which contain imported graphics, drawings (which are doodles made with *Hyperbook*) and buttons, which when clicked on do something.

If you're wondering how you actually get into the *Hyperbook* to change it, move the mouse to top left of the screen and press the right hand mouse button and menus will appear. These do the big tasks for the program.

At the top right of the screen you will notice a set of five icons. The two rightmost of these will flick to the start and end pages. To the left of these are two more, for flicking forward and back a page. On the left-hand side is a button, which brings down a set of tools to do the actual changes.

THERE ARE LIMITATIONS...

You can run the *Hyperbook* demo program on an Amiga with 512K of memory, but the included sample Hyperbook will not load. Expect to see a small window appear with "Insufficient Memory" on it. You will then go straight into the *Hyperbook* program itself. You'll be able to have a bit of fun with it, but you won't be able to import any graphics or text. The reason for this is that you'll need a memory expansion to use the full program anyway: who knows, the demo might just convince you to buy one.

If you find that these help pages are a bit short on hard information, try to understand that the manual for the full version occupies 148 pages. The full review on P149 should help a lot, but try experimenting as much as you can – you'll find lots more features that I've not even mentioned.

One other problem everybody will encounter is that when trying to cut out a section of a graphic, you can't see the confirm (tick symbol). It's on the left hand side at the bottom of the screen, and is amazingly tricky to find. Sorry for the minor bug, but it doesn't happen on the full version – honest!

TV ANIMATION

MAFF EVANS



For the many readers lucky enough to own a copy of *Deluxe Paint III*, a special tutorial on P120 gives a run-down on creating animations. To use the files on the disk, you will first need to boot up with a copy of *DPaint III*.

The idea is that with these basic parts, you can follow Maff's tutorial on Page 120 to create your own version of the *Deluxe Paint III* animation and pick up a few tips in the process.

The picture Parts.IFF can be loaded into any paint package, though. The full animation is also included on the disk – if you have an animation viewer of your own, load in the file TV.anim and play it.

Please note that neither of these files has an icon. They just won't appear on Workbench at all. Rest assured, though, that they are on the disk – the icons could not be included due to lack of space.

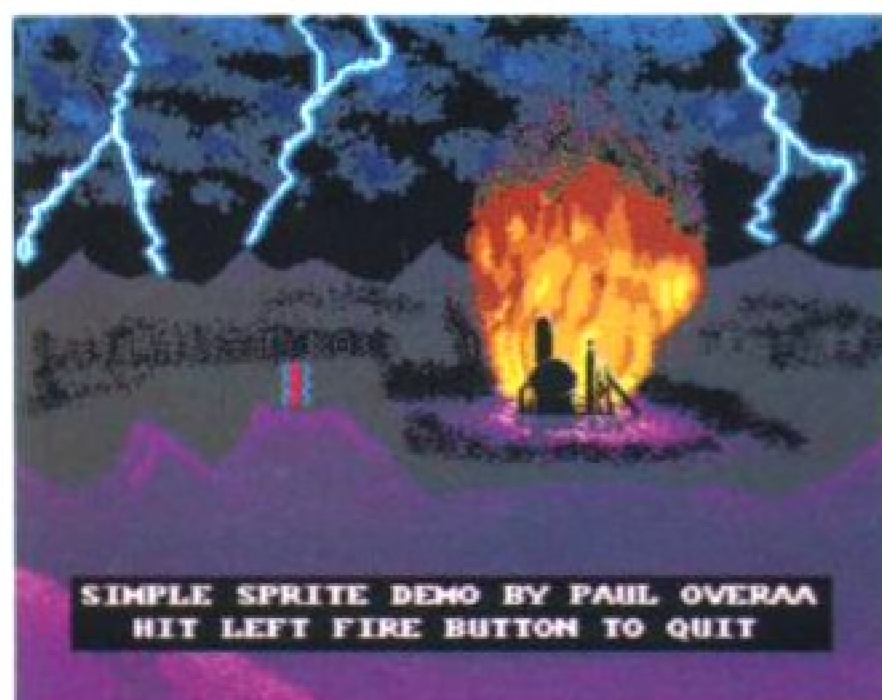
GRAPHICS IN GAMES DEMO

PAUL OVERAA

If you are one of those new Amiga owners who wonders just what is needed to program all of those flashy arcade games, then this might give you an idea. It's not a game, just a simple screen with a sprite on it – a sprite is a game character that can move over backgrounds without disturbing them.

To run the demo, first boot up with your Workbench disk. Once it has finished loading and you have a screen with a couple of icons on it, insert the Coverdisk and double-click on its unmistakable icon.

A large window will open, with both the *Hyperbook* demo and the game demo icons on it. Double-click on the game demo icon – this is the one in the top left of the screen. The demo will now run.



To whizz the sprite around, simply move the joystick. To quit out of the demo, press the firebutton. Not the most impressive thing you've ever seen, I'm sure you'll agree, but it shows quite nicely how graphics from a paint program are put into a game. If you're curious as to how much program was needed to create it, then put your Workbench disk back into the disk drive, and open up a CLI or Shell window. Type:

```
ed Coverdisk_21:demo.c
```

After you've put the Coverdisk back in the drive (an extra drive gets rid of all this swapping, you know) the program code will be displayed. Have a gawp – don't expect to understand it, just appreciate how much hard work and effort goes into programming. To quit back to Workbench, press the ESC key, then the Q key and Return in sequence. If you're really intrigued – and you jolly well ought to be – read Paul Overaa's article on P117 to learn how it's done.

For more advanced readers, the source code demo.c is in C and will give you an insight into the programming techniques Paul has used.

Using Your Coverdisk

1. Always write-protect your disk. Move the tab so a hole is showing.
2. Back the Coverdisk up if possible. Instructions are given below.
3. Read the instructions when using the programs.

USEFUL INFO

The Coverdisk game, *Moonshine Racers*, is very easy to load – all you have to do is switch on your machine and insert the disk. For the other programs you will need to switch on your machine and insert the Workbench disk you got with your Amiga. Full instructions are given in the preceding text, and do remember that you will need a copy of *Deluxe Paint III* to make the most of Maff's TV animation.

```
NAME  Coverdisk_21                    STA
TYPE  Disk                            Rea
SIZE
   Number of Blocks    1758
   Number Used         1757
   Number Free         1
   Bytes per Block     488
DEFAULT TOOL  SYS:System/DiskCopy
TOOL TYPES
```

For those curious as to how much free space was on the disk... Load Workbench and insert the Coverdisk. Click on it once and move the mouse pointer to the top left of the screen and press the right button and keep it pressed. Select Info and after a few disk swaps the above screen will display. The minimum size for any file is two blocks, so the disk really is full to the brim.

BACKING UP YOUR DISK

It is important to make a backup of the Coverdisk as soon as possible. Copying the disk may sound like a complicated task suitable for techno-buffs only, but it is surprisingly simple provided you read the following instructions carefully:

1. First, turn on your machine and load Workbench. Once the Workbench screen appears and the disk-drive light goes out, remove your Workbench disk and insert our Coverdisk.

2. Next, click once on the Coverdisk icon and then press the right mouse-button and the Workbench menus will appear. Now, while keeping the right mouse-button depressed, move the mouse pointer over to the 'Workbench' heading and a menu will drop down. Move the mouse pointer over the 'duplicate' menu option and then press the left mouse-button.

3. After a few seconds' disk access, the Workbench DiskCopy tool will be loaded and run. Now just follow the on-screen prompts and your *Amiga Format* Coverdisk will be copied to a backup disk. When the machine asks for the destination, insert your blank disk into the drive.

Further instructions are in the user's guide that comes with your Amiga or in the *Taking the First Steps* article on Page 239 of the January issue (18) of *Amiga Format*.

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. We cannot normally give out advice over the telephone – but if you are completely stuck, Pat McDonald may be able to deal with any problems you may encounter. Please remember that giving this sort of advice is extremely time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you at that particular moment. It is generally better, if you have a problem, to send it to us in writing stating the model of your machine and anything you've got attached to (or plugged inside) the computer. It will then be dealt with in the Workbench pages of the magazine. Remember, if your disk is faulty send it to the address on this page, NOT to us. We haven't got any stocks.

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Approximate total size of files in kilobytes ....K
(we cannot use programs longer than 200K; shorter submissions, under 100K, stand the best chance of publication). It is a:

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Brief description ....
....
....
....

Checklist **(please tick):**

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- ☐ **Printout of README.DOC file (if possible)**
- ☐ **Name, address, machine type written on label**
- ☐ **Disk certified virus free**

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Signed ....

Date ....

DISK NOT WORKING?

We duplicate over 100,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the DISK-DOCTOR utility on your Workbench disk to rescue it before sending it off for a replacement. Full details of *DiskDoctor* can be found in the user's manual that came with your machine.

However, if it transpires that your Coverdisk is faulty, you should send it back INCLUDING AN SAE for a free replacement within a month of the cover date to:

Amiga Format
April Disk
TIB PLC
TIB House
11 Edward Street
Bradford
West Yorkshire BD4 7BH

Remember to include that stamped, addressed envelope!

BE CAREFUL!

We have done our best to check that the programs on the *Amiga Format* Coverdisk are simple to use, error-free and have no known viruses. However, we cannot usually answer telephone queries on the software (see Disk Problems? box) and we do not accept liability for any consequences of using the programs on the disk. Be particularly careful with virus-checking programs: the disks may give a 'non-standard bootblock' message, but this does not mean you should install a new bootblock. The disk might no longer work if you do.

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Unless specifically stated, the programs on the Coverdisk are not in the public domain and the copyright remains with the author. Selling or distributing these programs without the author's permission is against the laws of copyright.

WE WANT YOUR PROGRAM!

If you've got any programs which you think other readers would find useful, interesting or amusing, we'd very much like to know about them.

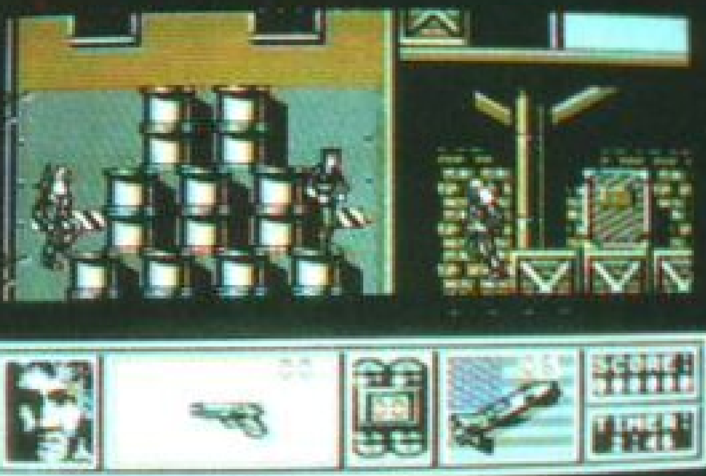
1. Make sure your program is simple and foolproof to use.
2. Create a file called README.DOC on the disk which explains exactly how to use your program.
3. Fill in this form, sign it, and send it without delay to: Coverdisk Software, *Amiga Format*, 30 Monmouth Street, BATH BA1 2AP. You could win a share of up to £800 prize money.

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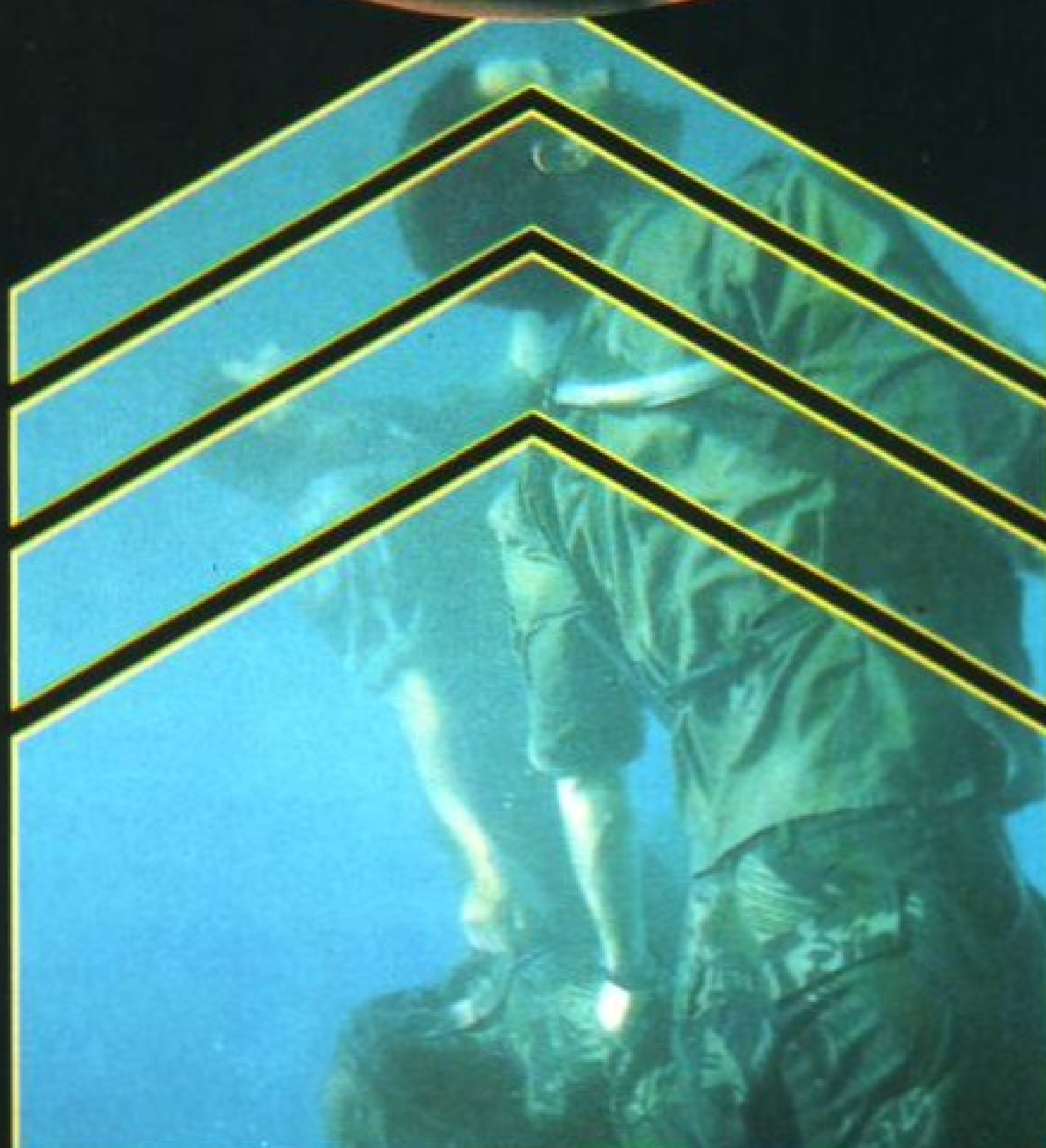
NAVY SEALS

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YOUR O

Arc

The amazing **Atari Lynx** is *the* complete portable colour entertainment system. The stunningly powerful 16-bit graphics engine produces outstanding colour, crisp graphics with immense animation, superb sound and an unparalleled depth of gameplay.

The complete entertainment system would not be complete without great software and peripherals, the Lynx has both. There are 17 titles available already with many more under development and utilities include Kitbags, Adaptors to run the Lynx off the car battery and cables to connect up to 8 Lynxes for unsurpassed multi player action.

W N

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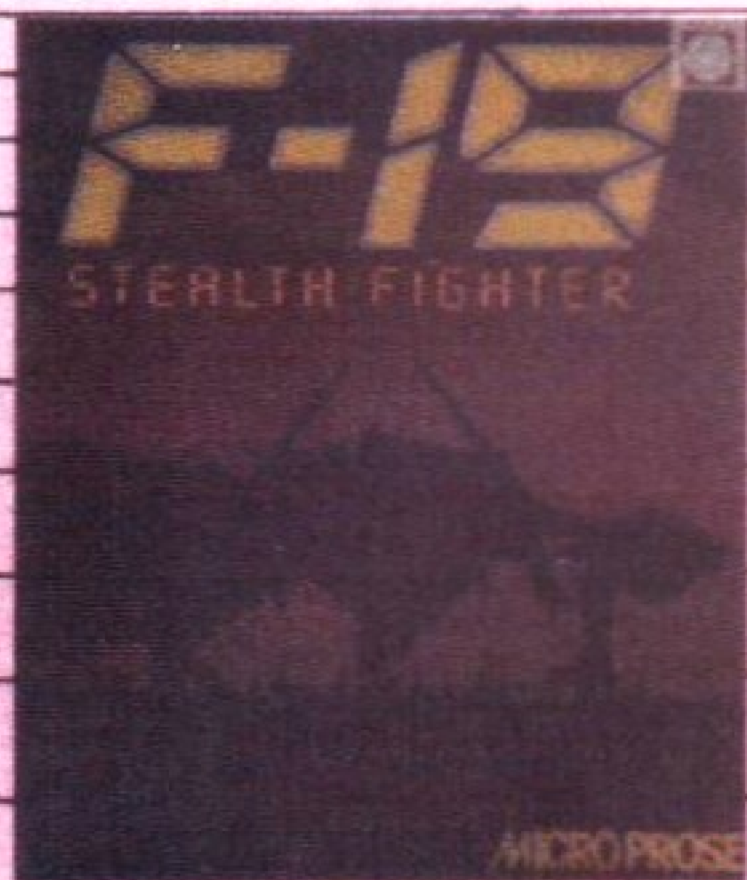
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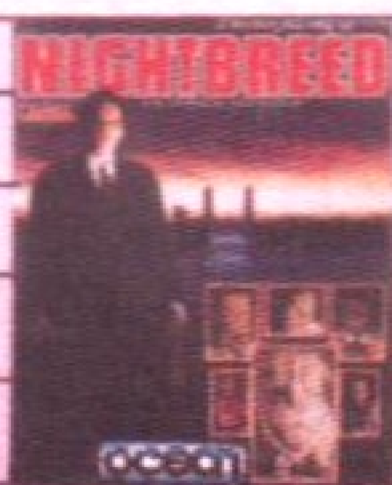
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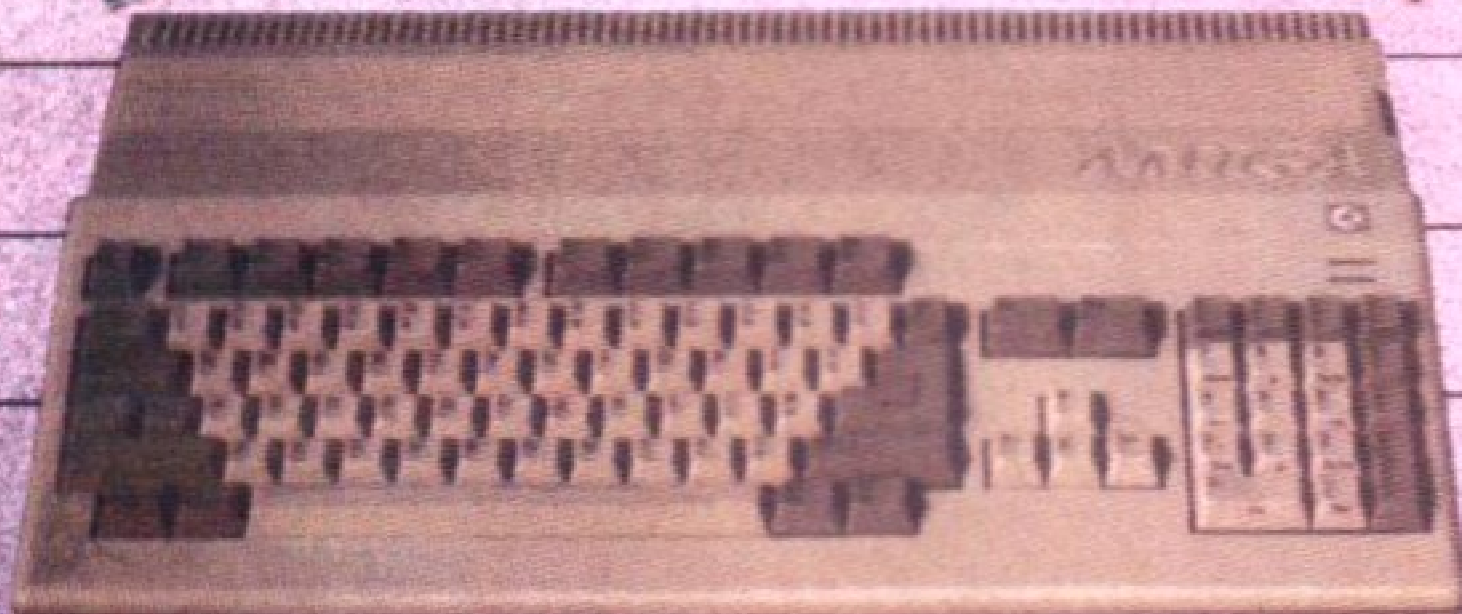












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So You wanna be an artist?

You know the Amiga's good at graphics. You want to have a go at that computer painting lark yourself. But where the heck do you start?

Maybe you pick up a couple of magazines and the names of a few programs spin past your confused eyes. You flick through a few advertisements, only to discover that there are even more programs for sale and the prices vary immensely. How do you know which one to get?

Perhaps, you think, it'd be a good idea to find out more about the programs on offer. You ask an expert. "Oh, yes, this is good," you're told, "it does transverse brush flip rotation and ditherered, graduated, tri-acetate elephant-gun fills." Technofear sets in.

The answer, of course, is to read this simple guide to painting and animation on the Amiga. We'll tell you what the technical terms mean, what's unusual about computer graphics, which programs are the best to buy and which you should avoid.

DAMIEN NOONAN is the director of operations and **DAVE BURKE** looks at the programs from a beginner's point of view.

Getting to grips with the features...

This is a brief introduction to the terms used in computer painting. Once you've read it, you can refer to it again: it will explain to you the features offered by the various programs.

DISPLAY

The screen display is a grid composed of little blocks of colour, each of which is called a 'pixel' (short for 'picture element'). The amount of pixels on the screen is called the 'resolution' – the more pixels there are, the 'higher' the resolution.

A higher resolution means that each pixel is smaller, so you can get finer detail into a picture. The Amiga has 4,096 pre-set possible colours programmed into its 'palette', but it can normally only display 32. Using higher resolutions often means using less colours.

Low-resolution: 320 by 256, that's a grid of 300 pixels along the top of the screen and 250 down the side.

Medium resolution: 640 by 256 pixels, but only 16 colours can be used.

High resolution: 640 by 512 pixels and again only 16 colours are possible when using this display mode.

Interlace: A cheat by which the Amiga flickers between two slightly offset images. This makes it look as if there is a higher resolution without limiting the number of colours.

EHB: Stands for Extra Half Brite (American spelling). It's a cheat by which an extra 32 shades of the original colours can be used, giving a total of 64 colours. Can only be used in low resolution or interlace.

HAM: Stands for Hold and Modify. It's a cheat by which all 4,096 colours can be used on-screen at the same time. Instead of the colour of each pixel being defined individually, it works by defining the next pixel as being a certain distance away in the palette from the last one. It can't jump too far, though, which leads to an effect called 'fringeing' - this shows up as a thin blur of red and green when you put a block of black on a white background, for example.

Overscan: this means your picture is actually bigger than the screen. It's useful for video effects.

TOOLS

The tools are the features that allow you to paint and draw on the screen in a way you couldn't with paint and paper. All graphics programs have an 'Undo' tool, for instance, which allows you to take back the last thing you did if you went wrong. These are just some of the more important tools: most programs have many others or many variations on these ones.

Menu on/off: allows you to remove the bars with all the tools on, so you can see the whole of your picture.

Abort: to cancel a drawing operation half-way through if you know you'll want to undo it.

Airbrush: paints onto the screen with a spray effect.

Shapes: most drawing packages help you to draw perfect circles, rectangles and ovals.

Polygons: you will also be able to draw odd shapes that are joined up.

Rubber-banding: normally you would draw curves freehand, but this allows you to draw a line first and stretch it to curve it at will.

Blends: allow you to blend one colour into another: also covers smears and ranges, which allow you to draw with a whole range of shades.

Dithers: rather than having straight lines between two different colours, dithering dots pixels about a bit so the change of colour is smoother.

Fill – area: fills all pixels of the same colour with the chosen colour.

Fill – boundary: fills all the pixels, no matter what colour they are, until it reaches a certain colour.

Perspective: lets you move things so they appear to be in perspective: in other words, getting smaller as they get more distant.

BRUSHES

Brush: A brush is a tool that lets you pick up an area of the screen. Usually you can also choose not to pick up the beckground colour behind the brush.

Brush rotate: means you can rotate your brush.

Brush resize: allows you to make brushes bigger and smaller.

Brush shear: lets you twist the brush in weird ways.

ANIMATION

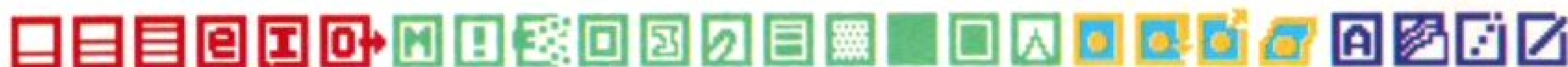
Computer animation, like Walt Disney cartoons, works by moving a picture slightly from frame to frame to give the impression of action.

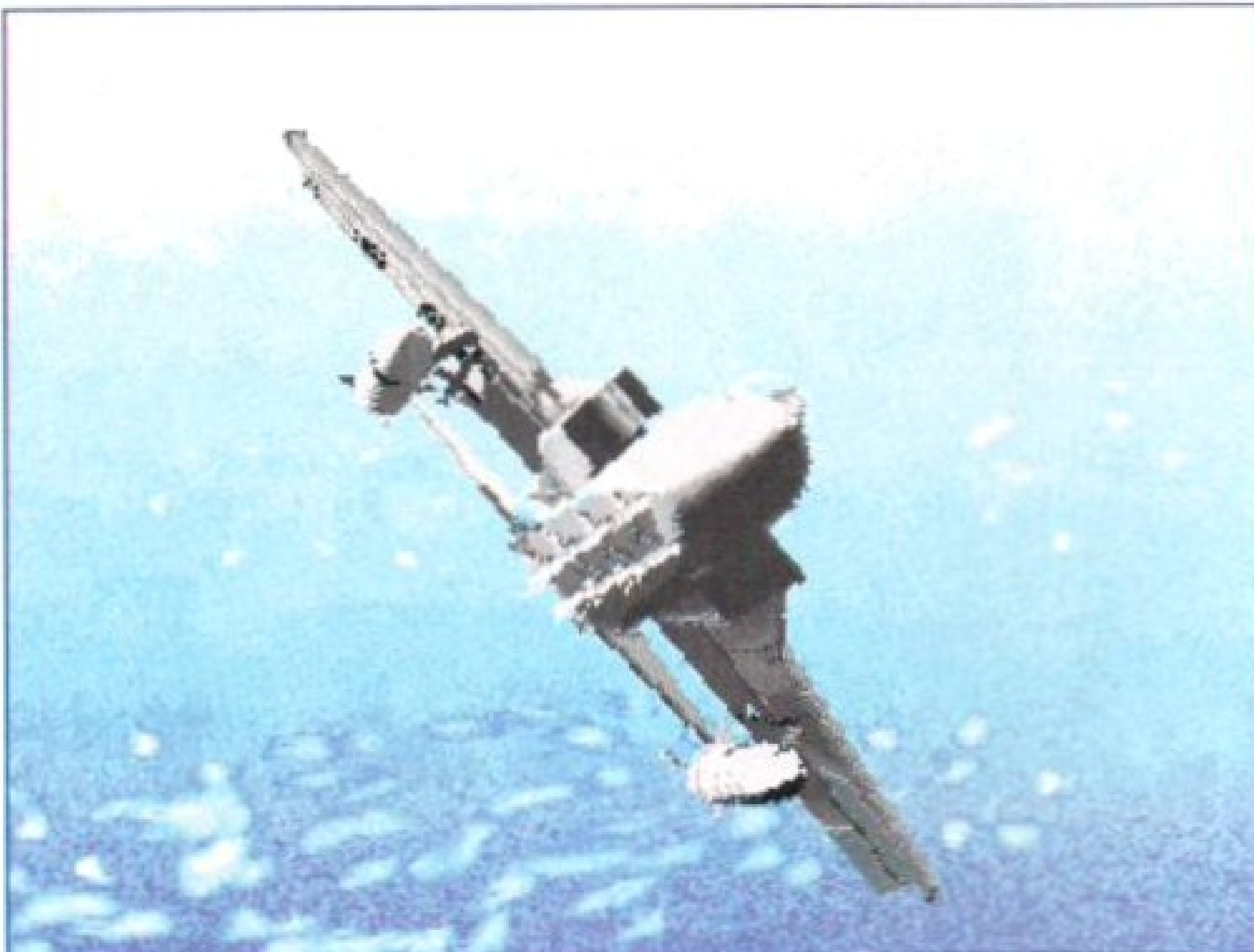
Page-flipping: flips from one whole picture to the next slightly different one. this is the standard form of animation and the most common.

Brush: just one part of the screen can be animated while the background remaions the same.

Path: you pick the object you want to move, decide where it should start and end up – the computer then works out the movement.

Deluxe Paint 3 ★★★★★





This is without doubt the most popular and the most universally liked paint program the Amiga has to offer. Its features are second to none, except that it cannot use the 4096-colour HAM mode: if it did, there is good reason to think that no-one would buy any other paint program!

Deluxe Paint is more or less the originator of the idea of using brushes – parts of the screen picked up and moved – as foreground characters for animations. If you are going to start somewhere, this is the ideal place.

Deluxe Paint is easy enough to be approachable, yet the more you explore the more you find – and you could keep exploring for years.

Beginner's opinion

"I started off by tinkering around with other people's pictures, which gives you a good idea of what to do. I think *Deluxe Paint* is excellent for doing things in great detail, but I actually found it a bit more tricky to do smooth. realistic shades. Still, there seem to be a hell of a lot of flash computer graphics type things you can do when you get going and you are aware of a progression towards them: it encourages you to find out what bits do. I feel happy with this one: it feels comfortable and solid, sort of reliable."

★★★★ Photon Paint 2



This and *DigiPaint* (below) are the only real contenders in the market for HAM paint programs, ones capable of using the whole 4,096 colours. You will often find that people who own *Deluxe Paint* for doing 32-colour stuff also have a copy of one of the two HAM programs. there are a few particularly good reasons for having a HAM paint program: one is that it will allow you to use a much greater range of shades in your pictures, making them look more natural. Two other good ones are that colour video digitisers and 3D graphics programs often save their images in HAM, so it is handy to be able to mess around with those pictures.

Conversely, it can be more difficult to paint using HAM because the huge amount of colours puts pressure on to do more realistic stuff. As a result, HAM painting concentrates on blends of colour and ranges of different shades. This makes it easy to do very fancy surreal pictures or to produce effects reminiscent of watercolour, chalk, charcoal or other kinds of real-world artistic media. *Photon Paint* also has animation, although it's of a fairly primitive variety.

Beginner's opinion:

"I found that it was very easy to set up ranges of colour, very subtly shaded, to do the backgrounds. The feature that stood out was the Blend mode, which allows you to set up the directions (top to bottom, left to right) from which the colour appears when you paint. This was great for doing the sky and clouds in the aeroplane picture. Overall, I thought this program was very sensibly organised and a darn sight easier to use than I had been led to believe a HAM program might be: as well as being more solid, more reliable and quicker than I had been told. I rather liked it, particularly for the chalk-like qualtiy you could get, and I actually enjoyed it more than *Deluxe Paint.*"



Something for the Little 'Uns...



MY PAINT is a simple paint program to introduce younger children to the delights of computer painting. Tools include drawing thick or thin lines from a palette of 12 colours, fill, symmetrical drawing, palette cycle and a rainbow brush. It also has sound effects and pre-drawn images to be coloured in or revealed as a 'magic picture'. This is a great little program, highly recommended by Brian Larkman's nippers!



THE TALKING ANIMATOR is a similar idea, but simple page-flipping animation is the theme. You can type in a sentence which is spoken back while your little animation plays and then draw a series of frames to be played. A nice touch is that the background you draw on looks like a pice of school paper! Drawing tools are limited to thick and thin lines in eight set colours. It's fun, but not quite as flexible as *My Paint*.

DigiPaint 3 ★★★

Whereas *Photon Paint* is generally accepted to be the friendlier, more practical of the two HAM packages, *DigiPaint* is packed with quirks. It misses out on a couple of what are generally accepted to be the most basic of computer drawing tools, including an air-brush and fills. And yet at the same time it has a couple of extraordinarily powerful and imaginative ideas implemented in it.

DigiPaint also has a deserved reputation for being quick – and it is definitely faster than its rival. But it has enough oddnesses and clumsiness in the interface and in the operation to define it more as one for the keen expert than for the beginner. *Photon Paint 2* wins in measurements against the main yard-stick, *Deluxe Paint.*

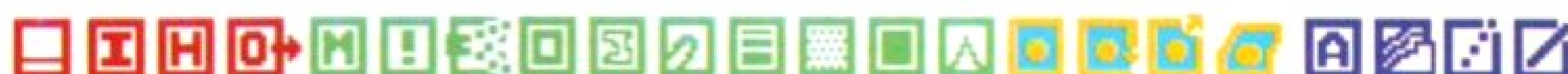


Beginner's opinion

"The bit where you say what picture you want to load *(it's called a file requester, Dave – Ed)* is very awkward, laying out the information all over the place. I much preferred *Photon Paint's*, which puts them in a straight stack and is very quick – better than *Deluxe Paint's*. The other odd thing about it, which takes some getting used to, is that the Blend effect operates all the time: so you can switch from transparent which you've been using to blend clouds in to what you think is going to give a solid colour, only to find you have to set the blend effect to solid first. It's a bit weird.

Still, when you get used to it it's just as good as *Photon Paint* and can do all the same stuff in actual fact, I preferred some of the results when they appeared on the screen. The only main hassle was actaully working out how to do it in the first place. It is just weird enough in use to make life awkward."

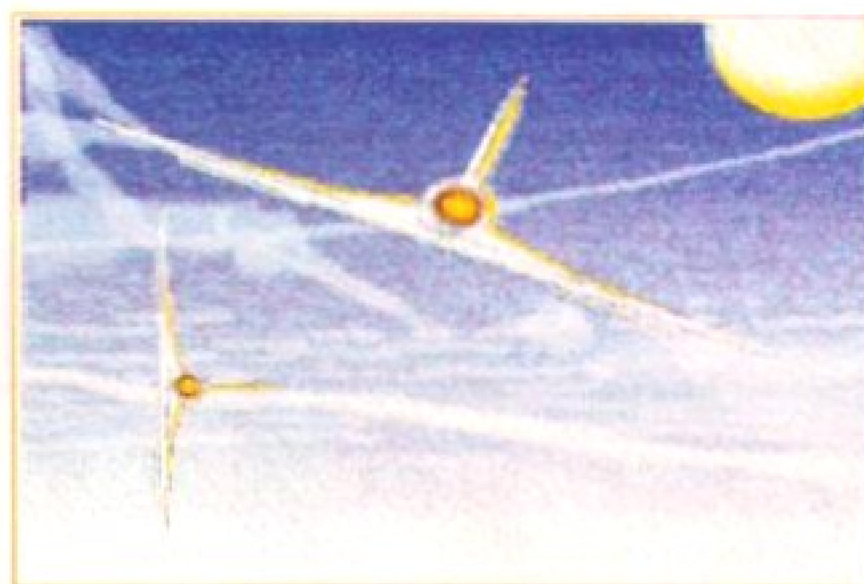
★★★★ Spectracolor



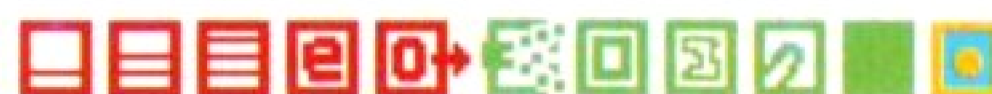
This could be the next big thing. It is a new version of *Photon Paint* which has full animation features very much like those of *Deluxe Paint.* I've not actually looked at this one in great detail myself, but it seems to be the way forward for HAM animation. On the actual paint side it does not differ greatly from *Photon Paint.* While its animation is even more powerful than *Deluxe Paint,* this very power slows it down – HAM images are much more difficult to mess around with in this way. For the majority of aspiring painters, sticking to the other two would be better advice, which is the only reason it did not get five stars: but this is highly recommended to the experienced.

Beginner's opinion

"I found this very much like *Photon Paint,* except for all the extra animation bits which have controls like a video recorder and were just too much for me to take in."



Express Paint ★★





It's rather an aged program now, and to tell the truth it shows. Nowadays the standards are set by *Deluxe Paint,* which has enough flexibility in its approach and its tools as well as enough accessibility to make it simple for beginners to get good results straight away. *Express Paint* starts off with an extremely confusing array of tools and really makes you work to get anywhere. It lacks many of the basic functions you might expect. Even though it boats a range of extremely original features which might otherwise give it some value – such as unlimited page size and the very clever ability to use text as a fill for shapes – it is too difficult to get pleasing effects from and I can't really recommend it, though you may pick it up quite cheaply.

Beginner's opinion

I found it incredibly difficult to get anyhting out of this. In the end, I opted for an impressionistic limited-colour approach, which works within its constraints. The lack of brush-moving facilities and any real ranging or dithering of fills made trying to do realistic stuff impossible. To be honest, I didn't enjoy it at all."

A quick note:

There is also another paint program written by the same author as this, published by the same people and so very similar that many people have been lost for a reason why both exist. It's called *Spritz,* it's quite widely available and you may get it cheap.

The Easy Way...

The REAL THINGS series from RGB Studios is a set of ready-made *Deluxe Paint 3* backgrounds and animation brushes. All the images are drawn by established artists who are specialists in their fields rather than computer graphics and the images are drawn from the natural world. So far three sets are available, covering Horses, Birds and Humans. It's a great way to start animating and the support offered by RGB Studios is excellent.

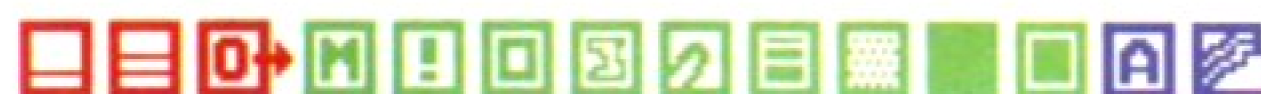




Old Timers...

Older versions of several of the top paint programs are available, most notably *Deluxe Paint* 1 and 2 and the original *Photon Paint.* The latter is given away by several companies with their digitisers and is still very useful, while *Deluxe Paint 2* has been in many of the recent Amiga 500 packs. If you have the older *Deluxe Paint* it's worth getting it upgraded: contact Electronic Arts on 0753 49442 for details.

The Disney Animation Studio ★ ★ ★ ★



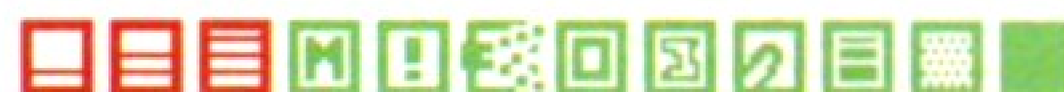
This is a brand-new package and has yet to make its mark, but could do so in a big way. It is very similar to *Deluxe Paint* for painting pictures, but it's really aimed at animation and so it has a number of very nice features based on the traditional Disney techniques of hand-drawing. These include an 'onion skin' effect that allows you to see several frames that precede the one you're doing and a palette that changes from frame to frame, allowing many more colours in total in an animation than *Deluxe Paint* would. It also comes with a separate program for playing your animations back that you can distribute.

Beginner's opinion:

"It's fairly easy to use and simple, but you really have to be good at line drawing because that's how it works: you colour the pictures in afterwards. This makes it great for doing cartoons, but it's hard to see how I could have done the sort of 'realistic' pictures you can in *Deluxe Paint.* One for the cartoonists, I reckon."



Aegis Images ★ ★



This is a very aged and creaky package: you'll probably only be able to buy it second-hand. We've heard that it now comes in a package called the *Graphics Starter Kit,* which also includes a simple CAD (Computer Aided Design, a kind of technical drawing) program called *Aegis Draw* and an anmiation system called *Aegis Animator.* It was developed by the same firm that made *Photon Paint* years later and as such does actually share some of the simplicity and cleanliness of approach. The tools are limited but on the whole not too bad. For a beginner, it's a better option than

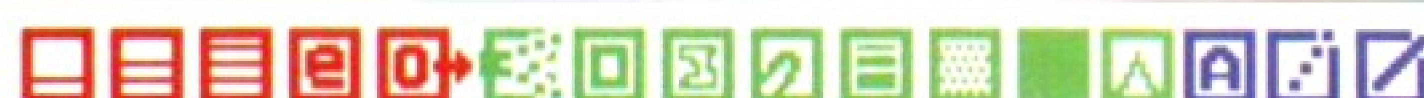


Express Paint in that the tools and interface are more like those on the modern programs, so it has more potential to take you on to other things, but it is less powerful.

Beginner's opinion:

"I actually found this one quite enjoyable to use and I wish I'd had a bit more time to perfect the picture I drew. The major hassle with it is that you can swap over to work on a second screen, but you don't seem to be able to pick an image up as a brush from the spare screen to use it on the first screen. It seems a bit daft. I'd reckon this would be a better starting point than *Express Paint,* too."

Fantavision ★ ★ ★



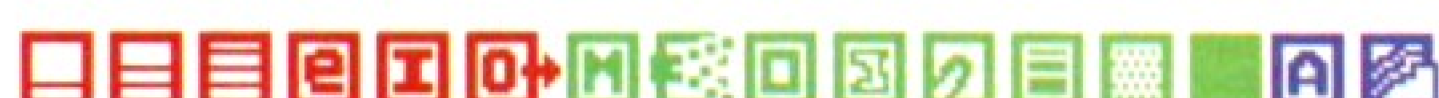


A strange but interesting animation system which allows you to draw backgrounds and then define animated objects that move over the top. The interface and the tools are slightly derivative of *Deluxe Paint,* but also allow you a range of moivng and selecting features that are more reminiscent of a structured erawing package. It's certainly an interesting program and is well worth playing around with for anyone who is keen on simple animations. It's not really a paint package, though, and I would not recommend it to beginners.

Beginner's opinion:

"This one was a bit beyond me, I'm afraid. The drawing tools which allow you to select and change shapes you've already made are quite interesting, but I was at a bit of a loss on where to start. In the end I opted to change one of the demo animations and put a moving thing of my own in instead of the big bird-like object that was there originally."

Zoetrope ★ ★ ★



Seldom will you see so many features in one place as in this package: but equally, seldom will you find them quite so difficult to understand. *Zoetrope* is essentially a complex and powerful animation package and it has all the standard drawing tools you might expect implemented in quite clever ways. But it has many faults too: the ways in which it operate can be a total mystery if you do not already understand animation. It's best left to the expert and is not one for the beginner to attempt.

Beginner's opinion:

"I was quite flummoxed by this one, too. It seems fairly simple at first to do some of the obvious things with, but then you get hopelessly lost on something else. I did, however, discover a heap of neat little bits to it for messing around with the picture you've drawn. In the end I used thses to manipulate my picture from *Express Paint* to give quite an interesting effect."



And there's more to animation...

If you get at all keen on animation and wish to get more advanced, you may find, as you outgrow *Deluxe Paint,* that you want to play your animation sequences in a stand-alone demo form, or you want to cut shorter animations together to make longer, more complex ones.

In actual fact there are a great many utilities and prgrams around that will allow you to do just this. The theme amongst these packages is very much picked up from film and video, with the titles of the programs, the way their features are arranged and their descriptions and, in many cases, the features themselves, all defined by the video industry's methods of working. Some knowledge of the lingo helps.

Of all the packages here, perhaps the highest profile is enjoyed by *Deluxe Video 3* (Electronic Arts, Silica £89.95) by virtue of being part of the *Deluxe* family of programs which started with Deluxe Paint. This, like many of the programs below, is essentially an animation sequencing system and it is now available in version 3, which was released a year ago. In the words of our Graphics Editor Brian Larkman: "it goes a long way towards providing the ideal interface for putting together sequences of animation. In combination with Deluxe Paint 3 it's the best there is."

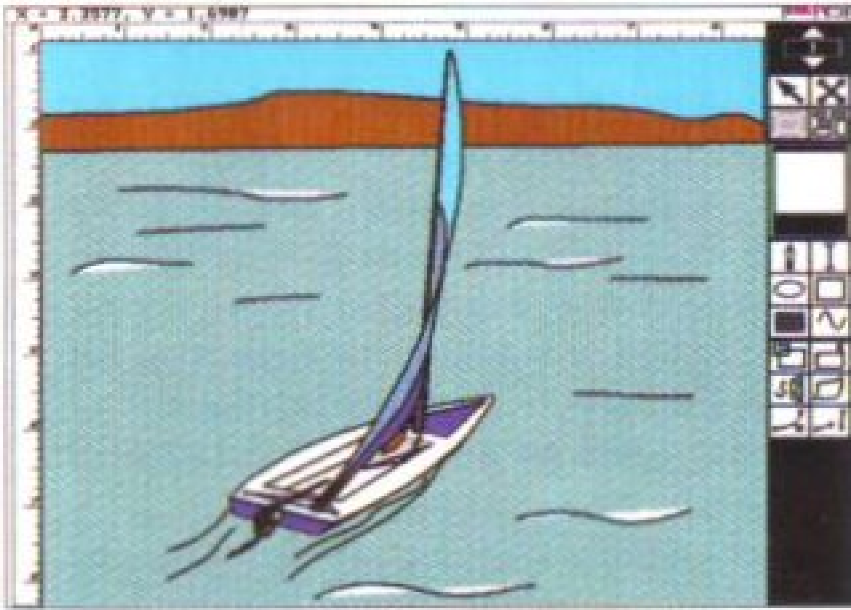
Animagic (Oxxi-Aegis, Silica £79.95) is one of the more simple, giving you the ability to load in IFF pictures and animations and perform special effects on them. Above all, it is intended to enable you to create very long animations by splicing shorter ones together, and it also allows some editing of the sequences. It is now superceding *The Director* (below) in popularity.

The Director (Right Answers, Amiga Centre Scotland £59.95) is a good deal older but similar in its effect and has been very popular with

Out of the Ordinary...

This little part has been reserved to look at a couple of drawing and design programs that are essentially completely different from the usual paint packages, but are worth a mention in any graphics round-up.

Professional Draw 2



Unique on the Amiga currently, this is what is known as a 'structured' program. The big difference with a structured system is that everything it draws is stored mathematically as co-ordinates in much the same way as vector 3D games work. The clever thing about this is that you can take a shape and blow it up to any size without all the little pixels becoming huge big pixels.

Structured drawing is a very professional approach, typical of Macintosh programs and very often used in conjunction with Desktop Publishing. Indeed, *Professional Draw* is manufactured by Gold Disk, the makers of the top DTP program *Professional Page.*

Professional Draw itself is a good program, relatively sensible in its approach and easy to use. If you want to make line drawings with a sophisticated look for newsletters, fanzines, posters and the like, this is a very good way to do it.

Recent news coming to our ears is that *Professional Draw* may not be the only Amiga structured drawing program for much longer. New Horizons are working on a new one under the name of *Design Works.* More news soon.

Comic Setter and Movie Setter



Continuing the Gold Disk theme, these two are design programs that share a name and a philosophy. In each case, they enable you to create a finished product by using clip-art provided by the people who put the whole thing together in the first place. One of them is intended to produce cartoons like comic-book pages and the other is for animations – I'll leave you to work out which does what! – but both have the same aim of fun without hassle. They're both quite enjoyable, although *Comic Setter* probably stands out as more unique.

Image Processing

You may well find at some stage that one thing you badly want to do is to convert a HAM picture to a 32-colour picture. There are a good many reasons for this: if you have a full-colour digitiser like the FrameGrabber or SuperPic, that produces HAM images, and you want to use them in *Deluxe Paint,* for instance; or if you have a HAM paint package like *DigiPaint* or *Photon Paint* and want to use a picture you're particularly pleased with in a *Deluxe Paint 3* animation.

There is a way to do this: get hold of what's called an image processing program. As well as the ability to convert pictures from one Amiga graphics mode to another, these also provide lots of clever facilities for mucking around with your pictures in a very technical way and can be fun to try out. Particularly entertaining is the ability to randomly colourise pictures, which gives the same effect as photographic posterising and is shown in a couple of the illustrations below.

Very often these programs can also be used as specialised tools for use by programmers who want to manipulate the format of a picture for use in a program, and can save and load in different file formats.

PIXMATE (Progressive Peripherals)



Is very straightforward and simple to use, offering most of its features on accessible menus, and provides all the facilities you are likely to need with ordinary Amiga pictures.

BUTCHER 2 (Eagle Tree Software)



Provides many of the same capabilities, but is slightly older and less 'techie' in feel. In a field of highly specialised programs, this gives quite an accessible impression.

DELUXE PHOTOLAB (Electronic Arts)



Is not only an image processing program but also an RGB paint package in its own right. As such, it has the power to deal with 24-bit 'true colour' images and is very impressive.

THE ART DEPARTMENT (ASDG)



Is the most recent of the image processing programs and allows full use of true colour images. It also offers a very clear method of use and a clean, modern interface.

some animators. It is based on a text-only 'script' system and allows you to sychronise sounds in with the animations that you are organising.

Page Flipper Plus F/X (Mindware, Silica £119.95) is, as the name might suggest, a system for building animations from separate whole IFF screens. this is the latest version, which we haven't actually seen, but it now includes a range of special effects.

Photon Video Cel Animator (Microlllusions, Silica £99.95) is another animation-building system. as the name and the manufacturers might suggest, it is part of a system built around *Photon Paint,* the whole of which was intended to build into a professional-standard animation system. This particular package is a kind of pencil-testing system, offering a small range of drawing tools along with the capacity to view the previous ten frames while you're working on the new one. The idea is that the small sketches can be tried out here then loaded into *Photon Paint* to be drawn up properly. It can store up to 80 frames of sketches on even a basic Amiga 500.

Photon Video: Edit Decision List Processor (Microlllusions) and *Photon Video: Transport Controller* (Microlllusions, HB Marketing £175 plus VAT) make up the rest of the *Photon Paint* system. The *EDLP* is a utility used to check the way an animation has been organised, while the *Transport Controller* will manipulate the recording controls of a professional video recorder for you to make frame-perfect videos.

Simpatica (Artbeat Graphics, £1795) is an extremely high-quality professional tool for doing similar work to the *Transport Controller.* It can control video recorders as well as allowing you to edit animations. the price is staggering, but it's really for professional use only and shows that the Amiga is now mixing with the big boys.

Finally, *DigiMate* (Mindware, HB Marketing £26 plus VAT) is a simple animation maker that can also change display modes or change animations from one program to be suitable for another. It's really intended for use with *DigiPaint,* which has no animation, and as such can automatically provide transitions from one *DigiPaint* picture to another.

Paint Package News

There are currently three paint packages which are on sale in America but are not, for one reason or another, currently available in the UK. Two of these are actually quite old: *The Graphics Studio* (Accolade) and *Chroma Paint* (Designing Minds).

The former is a simple, entry-level paint package that allows 32-colour and HAM painting. Accolade's Debbie Minardi expressed an interest, when we spoke to her, of finding a UK distributor. *Chroma Paint* is a quite sophisticated 64-colour paint program which makes use of the Amiga's EHB mode. We spoke to one of the programming team, who again expressed an interest in seeing the program disrtibuted in the UK.

The Graphics Workshop is the only new package amongst these: it's a 64-colour program which, according to an independent review in American magazine *Amiga World*, provides some stiff competition for *Deluxe Paint*. It seems very likely that this new package will be available this side of the pond. Again, we have contacted the US manufactures and we will certainly be takimng a look at *The Graphics Workshop* soon, so keep an eye out fotr that. We may well also take a look at the two older programs from America as well, to see if we in the UK are missing out on anything of any use!



The Graphics Studio **from Accolade is one of three paint programs from America which may make an appearance over here.**

True Colour paint on the way

There has been much talk lately of 24-bit graphics cards for the Amiga, which will allow you to use and display pictures containing an almost unlimited number of colours from a palette of 16 million. So far, many 3D image generation packages will allow you to create pictures using 24-bit colour and image processing programs like *The Art Department* will allow you to mess around with them to a degree: but there are no actual paint packages that can handle 24-bit colour.



This image was generated in 24-bit colour by *Real 3D:* but currently there is no paint program that will allow you to tinker with 16-million-colour pictures.

Inevitably all that is set to change and much speculation has been made that 24-bit versions of *Deluxe Paint* or *Photon Paint* may be on the way. Of that there is no news, but we do know of at least two RGB paint programs that have already made an appearance in America and are now being prepared in new versions with the specific aim of covering 24-bit colour.

Macro Paint from Lake Forest Logic is one of these. Their spokesperson John Boulee told *Amiga Format* that a new Version 1.1 of the program is on the way and will be PAL compatible, so it will be appropriate for use on British Amigas. We're expecting to be able to look at a copy soon.

Mega Paint from Pseudo Vision is a slightly diffferent kettle of worms. Like *Macro Paint* it received some criticism from the American press and is now being reworked. It is, however, not to appear as a stand-alone product. Pseudo Vision's Jim Prudente tells us that the new version is to be a 24-bit real-time paint program, but will be available only as a bundle with hardware from an as-yet-unnamed American supplier. We'll keep an eye on it.

SUPPLIERS

Program	Manufacturer	Supplier	Phone	Price
DPaint III	Electronic Arts	Silica	081 309 1111	£69.95
DPaint I	Electronic Arts	No longer generally available		
DPaint II	Electronic Arts	Silica	081 309 1111	£44.95
Photon Paint	MicroIllusions	Silica	081 309 1111	£62.95
Photon Paint 2	MicroIllusions	Silica	081 309 1111	£79.95
Spectracolor	Oxxi-Aegis	Silica	081 309 1111	TBA
DigiPaint 3	Newtek	HB Marketing	0753 686000	£75.00
Spritz	Par Software	Silica	081 309 1111	£44.95
Aegis Images	Aegis	Silica?	081 309 1111	N/A
Express Paint	Par Software	No supplier traced		
Deluxe Video III	Electronic Arts	Silica	081 309 1111	£89.95
The Disney Anim	Disney Software	Ent Int	0268 541126	£99.95
Fantavision	Broderbund	Silica	081 309 1111	£35.95
Zoetrope	Antic	Silica	081 309 1111	£89.95
Animagic	Oxxi-Aegis	Silica	081 309 1111	£69.95
Real Things	RGB Studios	RGB Studios	0825 81 2666	£24.95
The Director	Right Answers	Silica	081 309 1111	£50.44
Page Flipper	Mindware	Silica	081 309 1111	£105.00
Photon Video CA	MicroIllusions	Silica	081 309 1111	£89.95
Photon Video TC	MicroIllusions	HB Marketing	0753 686000	£175.00
DigiMate	Mindware	HB Marketing	0753 686000	£30.00
Simpatica	Artbeat	Artbeat	0258 289387	£1795.00
Pro Draw 2	Gold Disk	Silica	081 309 1111	£115.00
Comic Setter	Gold Disk	Silica	081 309 1111	£44.95
Movie Setter	Gold Disk	ACS	031 557 4242	£49.95
My Paint	Centaur	ESP	0702 600557	£34.95
Talking Animator	JMH	ESP	0702 600557	£34.95
Deluxe Photolab	Electronic Arts	Silica	081 309 1111	£62.95
Art Dept	ASDG	Silica	081 309 1111	Ask
Pixmate	Prog Periph	Silica	081 309 1111	£44.95
Butcher 2	Eagle Tree	ACS	031 557 4242	£34.95



Choices to Keep you
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S . . . T H A T ' S T H E M A G I C O F M E R L I N

A Portrait of the Artist 1

Martin Evans

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WAVING NOT DROWNING
Digitised images of the sea, carefully mixed with drawn objects and figures, provide a good contrast. Both techniques are distinctive, yet they work well together here.

BEACH, CONTORTION, CONTORTION 1, ON THE ROCKS
High resolution black-and-white scraperboard/woodcut effect using a white medium-sized brush onto black background, then finer black brushes to work up the detail.

ANCIENT ARCHITECTURE
The subtle sepia effect is achieved using a carefully constructed palette based on one Hue value.

Martin is a professional fine artist who uses an Amiga because of its flexibility and ability to mimic many of the conventional tools.

"In my paint-on-paper work" says Martin, "I rely on overlaying often accidental effects, building up a surface, and the computer is very good at this. I begin sometimes with digitised photographs or objects or simple free-hand drawings. These are then worked up with the various tools available, particularly the brush facilities. I avoid the 'effects', smoothing etc, as much as possible. I normally work in hi-res where the 1meg of Chip RAM is invaluable, dropping back to lo-res for more detailed work."

Occasionally he uses *HAM* mode but his preference is *Deluxe Paint III* because of its restricted palette. This sort of self-imposed limitation is common in traditional painting. Although only 16 or 32 colours can be used in *DPaint*, these can be fine tuned to great effect. As Martin comments: "One of the most significant values of computer drawing is the possibility to alter colour values in a drawing which sometimes provides results one might not uncover on paper."

A major problem for all artists using computers is output. The best colour printers are hugely expensive, especially for freelance artists on a limited budget. Martin Evans uses a HP Paintjet for small prints but finds that screenshots are very versatile. Nevertheless "...my interest is in having the computer picture accepted as the artwork itself."

DPAINT TIPS FROM THE EXPERTS

BLENDING COLOURS: To achieve the kind of interesting 'mottled' look that Martin uses, try this. Set the Range of shades in the palette, then draw a solid block of colour using a colour that is within your range of shades. Pick up a bit of the screen as a brush and select BLEND from the MODE menu. Now 'scribble' the brush over the rough picture to get your mottled effect.

SMOOTH EDGES: To get an ethereal, blurred effect pick up a solid block as a brush which is as large as the area you want to blur – draw it on the spare screen, pressing J on the keyboard to swap between the main screen and the spare. Select SMOOTH from the MODE menu and simply stamp the brush down on the picture (click the button once, and don't drag the mouse). Wait and watch while the area you covered becomes misty and blurred.

CHARCOAL EFFECT: Draw with a bold brush in dark grey on a lighter grey background. Set the air-brush size quite small and select SMEAR from the mode menu. Scribble over the drawing, roughly following the edges of the shapes, to get your smeared charcoal effect.

A Portrait of the Artist 2

Julie Myers



ABOVE: NELL GWYNN
Produced at the National Gallery, London during December 1990.







Julie has used many types of medium including traditional painting, as well as film, video and now computer graphics. In fact she came to computers as a way of putting drawn images onto film or video. "I liked the mixture ... I used to do lots of collaging, I was never a straight painter, never a strict video maker, I used to mix my mediums all the time. Computers became an ideal way of logging them all together, like a compiler rather than an actual medium to create on."

"Computers also let you work at a distance with other groups of people and have different effects ... you don't have to do everything at once ... it's a part of my life, if I see something in the street I think 'ah, that will look good grabbed in' and I just go home and do it and I don't have to do anything with it at the time ... I can just catalogue things ... I collect things that I think might be handy but they don't have any order, then I just dive in and go for it ... I go back and organise it afterwards and chuck away the stuff that was useless."

"I have just started to work on paper again ... using a ColorPic I can draw and grab things ... I have started to put rougher, hand-drawn images in ... I have started to want that sort of quality back again ... the other day I did some lino prints and potato cuts to get a roughness grabbed in. I also like the jagged edges that computers leave ... the idea, the 'visual' is the thing you want ... I only clean things up if I am going to show a piece of work as a print."

ABOVE AND BELOW LEFT: TRIM TO FIT
"The work is based on the beauty trap women place themselves into, changing their bodies (by fair means or foul) in the search of perfection."

ABOVE RIGHT: WE'RE GOING TO MAKE YOU A STAR
During June and July 1990 Julie Myers was 'Animator in Residence' at the Museum of the Moving Image on London's South Bank. These images are stills from the animation she produced there and should be viewed in that context.

Most of Julie's work is animated in *Deluxe Paint III* but she doesn't think of this as animation, rather as "pictures with moving bits ... animation is something completely different ... a computer has a different aspect of movement with moving brushes ... it's a completely different art form, instead of imitating other artforms on a computer it should exist in a right on its own."

Julie Myers will be working in Liverpool in the spring with Jackdaw, a new animation company. She will be running a series of Amiga workshops at Jackdaw and the end results will be shown as a video installation at a public site in Liverpool as part of 'Video Positive 91', Mersyside's international video festival. For more details see News in this issue.



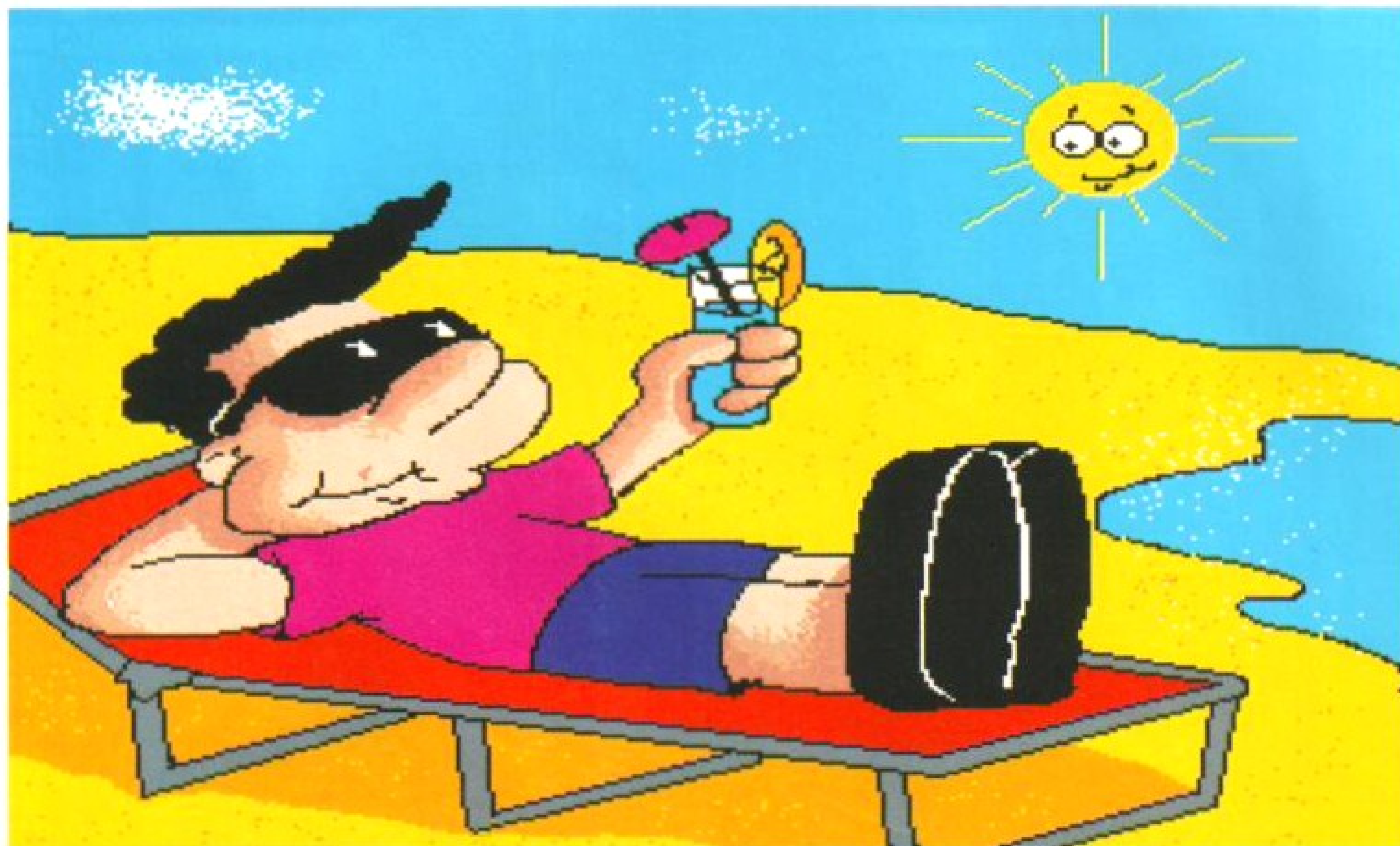
DPAINT TIPS FROM THE EXPERTS

USING HAM IMAGES: In the Trim to Fit images, Julie has used a *HAM* paint package in order to retain much of the detail from the digitised images that she has squashed and stretched to create the women's bodies. However, it's always worth knowing that you can process a *HAM* image into 32 colours or less using *Pixmate, Deluxe Photolab* or *Butcher 2*. Full details on these in the main Graphics round-up feature on Page 23.

DISTORTING IMAGES: The easiest and most versatile way to distort a digitised image, as here, or any other shape, is to use the WRAP ON facility. Pick the image up as a brush then click with the right-hand button on the FILL tool. Click on FROM BRUSH, click on WRAP and hit OK. Click on the bottom right-hand corner of the FREEHAND DRAW tool (that's the one at top left of the toolbox) with the left button: now when you draw any shape you want, it will wrap the brush to it.

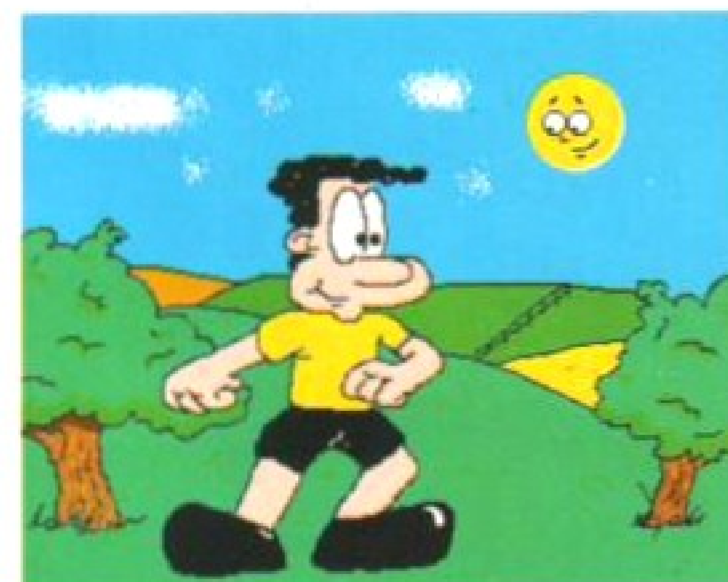
A Portrait of the Artist 3

Chris Blackwell











Chris is nobbut a young 'un at the age of 13, but his cartoon creations are already getting a wide airing in print. Chris started drawing at the age of eight and by the age of ten he had already had a one-man exhibition of his work shown at a Wycombe cinema during a film festival. In the last couple of years he has moved away from pen and paper and onto the Amiga.

Chris works in *Deluxe Paint* in the simplest of styles, sketching out the cartoons with a thin black brush and then filling in the solid areas of colour with the fill tool. The only trouble with this method of working is that, like Chris, you have to be pretty good at drawing: the computer is used pretty much in the same way as pen and paper. Fine for them as can do it!

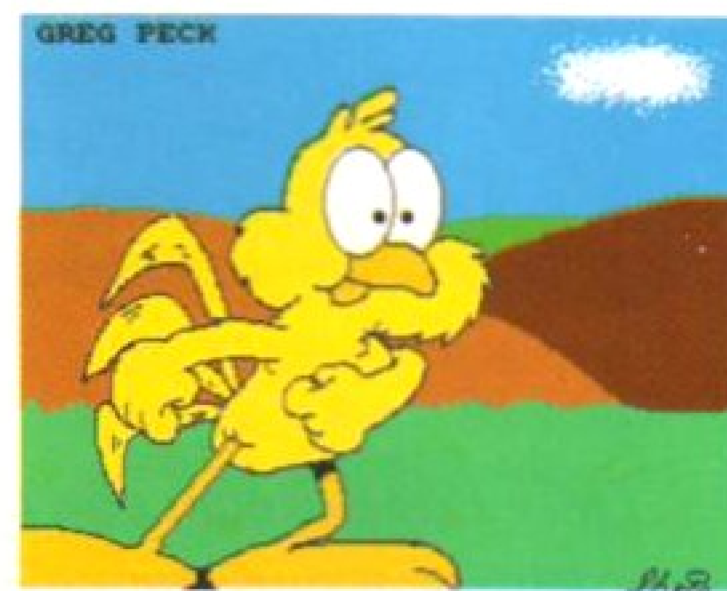
Certainly Chris' talents have received some recognition: early last year he appeared on ITV's *Rolf Harris' Cartoon Club*, which led to him doing a regular newspaper cartoon strip called Wiffle the Mouse, making him the youngest published cartoonist in the country. More recently he was a runner-up in *Blue Peter's* Young Animator of the Year competition. "Chris has subsequently been placed in the top three young cartoonists in the country" says proud father Mike.

Chris also puts his abilities to good use in the Harry Project, a series of cartoon strips starring an unfortunate type called Harry, whose misadventures take him through various nasty experiences in hospital, such as blood tests and stitches.

Children's wards are sent a master copy of each Harry strip which they can give to the children, the idea being to inform the children about what they are going to face, cheering them up and taking much of the fear of the unknown out of the experience. The whole project has created much excitement in hospitals and received great support in the form of material aid from a number of companies. "I would like to thank everybody who helps and supports us," says Mike, "the Harry Project wouldn't function without you." Anyone who is interested in finding out more should phone Mike on 024 024 2559.

ABOVE AND LEFT: HARRY 1-5
One of Chris' most prominent cartoon characters is Harry, who stars in a series of cartoon strips with a purpose. Harry's unfortunate experiences give children who are about to suffer a trying experience in hospital some idea of what they will face.

RIGHT: GREGPECK, BROADBEAN, WIFFLE, WINDSOR
Chris' own original creations are cartoon animals: currently, Wiffle the Mouse's appearances in the *Bucks Free Press* make him the youngest newspaper cartoonist in country.









DPAINT TIPS FROM THE EXPERTS

USING THE WHOLE SCREEN: Chris claims it's just laziness, but a few of his pictures show a little thing that beginners sometimes miss. If you press the function key F10 on the keyboard the menu bars across the top and down the right-hand side of the screen disappear, allowing you to use that extra bit of the screen.

SAVING: Another handy hint for beginners is the trick of saving pictures to a fresh disk. You should never save pictures onto your *Deluxe Paint* disk. Instead, go to the SAVE option on the PICTURE menu and a box will appear. Take your *DPaint* disk out of the drive, put a blank disk in the drive and click where it says DF0: on the box on screen. This will now let you save onto the new disk.

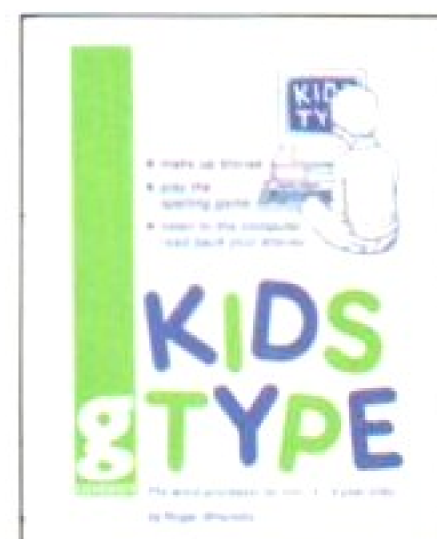
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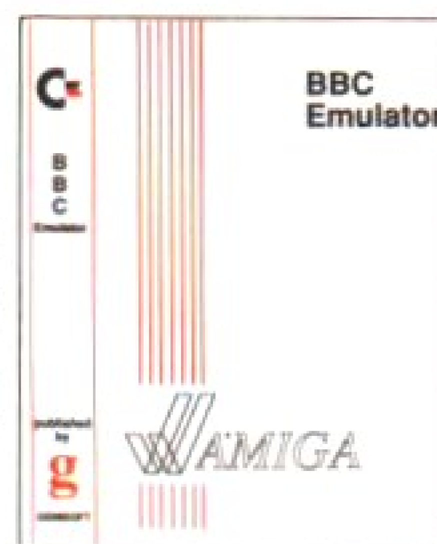
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WEATHER WATCHER

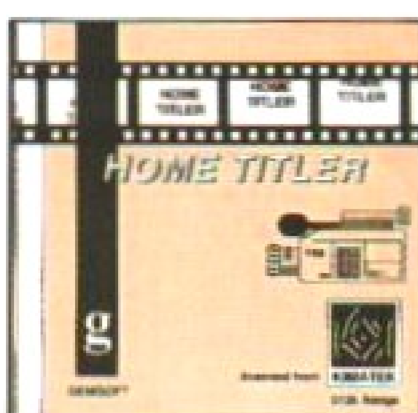
Based on Weather Report on the BBC micro and updated for use on the Amiga, Weather Watcher allows the user to keep and analyse weather data. Data can be analysed by month or by the whole year. Monthly average data tables are automatically calculated. Two different graphs can be displayed and analysed simultaneously. Comparisons of data given dates can be made.

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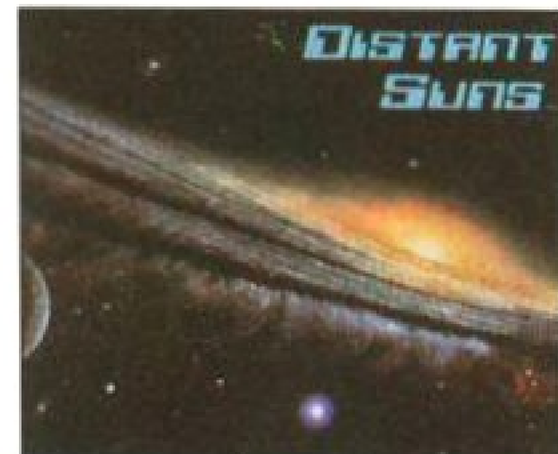
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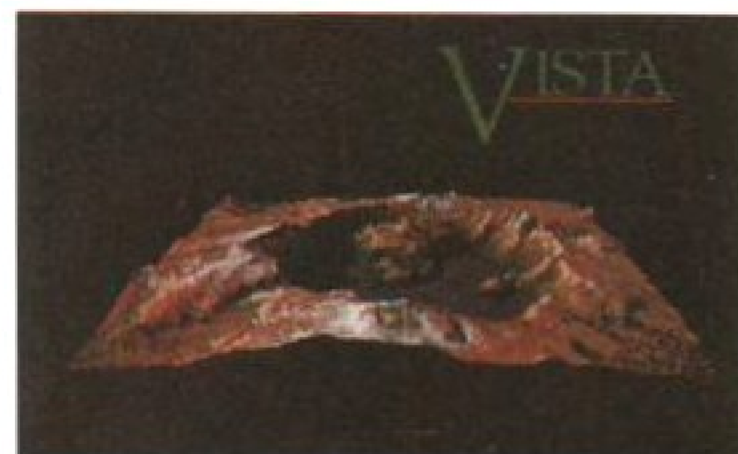
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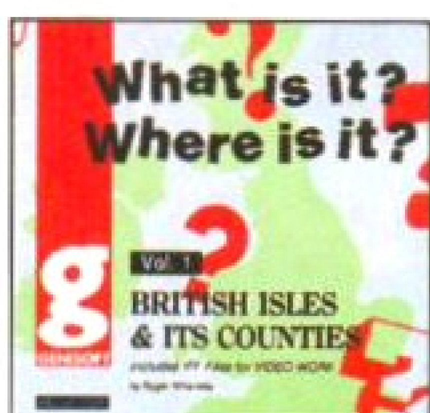
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A Portrait of the Artist 4

Roger Brittain

Roger is a professional illustrator and software writer, who has worked with the Amiga for a number of years producing illustrations for promotional displays, exhibitions and games. Recently he has been designing professional CAD systems and working with Renderman on 386 and 486 machines, but he is just in the throes of upgrading to a 3000-based system, so some even more dramatic images should be forthcoming.

The images shown here were – in contrast – all produced on a basic A500 with one Meg using *Deluxe Paint II* and The Director (from The Right Answers Group). Mostly they were drawn free-hand in black-and-white, then the block colours added, and finally detail was added. As Roger says of his work:

"Usually I zoom in onto a section once it has got the basic colours on then develop up the detail in that area then zoom out again and keep adding layer on layer so that it builds up an image with lots of layers ... so you are viewing through the top layer right down to the bottom one. I use smoothing and blending on some sections and more recently I have been working with reflection and even more realism with digitising."

Having used sophisticated 'industrial' CAD systems like MicroStation Integraph with Renderman and other very powerful customised 3D modelling running under version 4 of Integraph over networks, Roger still sees some really interesting possibilities on the Amiga with the 3000 series, especially when Renderman is implemented.





Roger Brittain's style is reminiscent of mediaeval tapestries, not an uncommon style for adventure game graphics in particular. The consistent 'woven' texture is achieved by working repeatedly over each area while zoomed in.



DPAINT TIPS FROM THE EXPERTS

OUTLINE: The Outline method is a good way of creating rounded objects or a glowing effect. Create a range of shades and draw a few lines in the palest colour. Now pick the lines up as a brush and step down through the shades, selecting OUTLINE from the EDGE option in the BRUSH menu. You should see a build-up of shades around the lines to give them a thicker quality.

MERGE: If you want to create a picture with a border, draw your picture as normal and draw a broad frame around the sides in an unused colour. Now switch to the spare page and draw your border effects around the edges of the screen. You don't need to worry about whether your scribblings reach nearer the middle than the frame you've drawn. Go back to the main screen and select the frame colour as your background colour. Now select MERGE IN BACK from the SPARE option in the PICTURE menu. The border effects will now merge in from the spare page to surround your picture.

CAN YOU DO BETTER?

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Graphics Entries, *Amiga Format*, 30 Monmouth Street, Bath, Avon. BA1 2BW.



This is Maff's attempt at creating a *Deluxe Paint* masterpiece: it's a frame from an animation. Can you do better?

PAGE 1

GORDON HARWOOD



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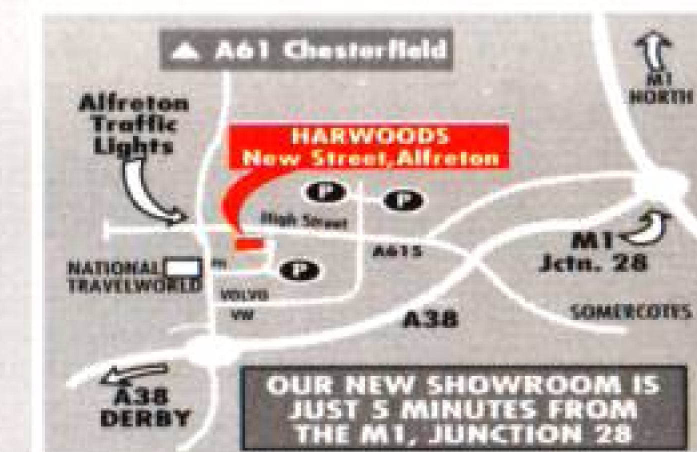
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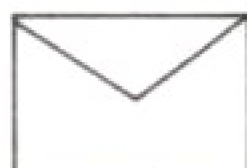
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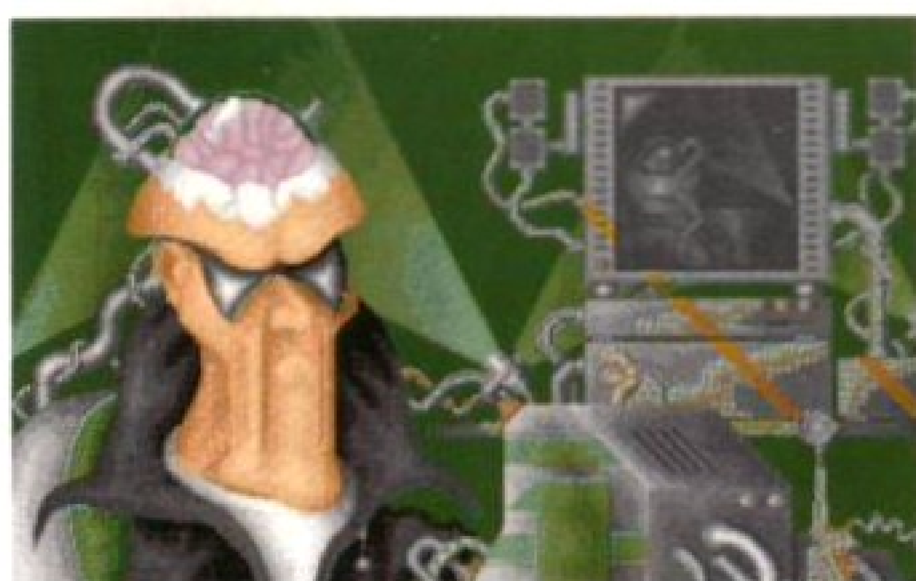
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The Spring has sprung, the grass has grown, I wonder where those games things have gone? **TRENTON WEBB** checks out what the games are that should begin to bloom come this spring time.

COMING ATTRACTIONS

DEMONIAK

■ Palace / Pure Fiction ETA – April 1991





This Demoinak chap isn't the sort of person one would invite around to meet Mummsy. First, he claims to be evil incarnate, and then – just in case someone disputes the point – kills a few thousand virgins to prove it. *Demoniak,* the game, sets you the task of stopping this unsavoury fellow.

A team of Superheroes – Doc Cortex, Johnny Sirius, Madlok, Sondra and Flame – are sent off to the ice planet, known lovingly as Freezeyassov, to stop him.

The game contains a subtle blend of text adventure and simulated reality, a style that will be pioneered by Palace's new label Pure Fiction. This system allows for the complete game world to be simulated with over 50 independent interactive characters. These carry on about their business, until you decide to drop in and take over. You can call on any character at anytime, while the world carries on, but their altered actions may have repercussions for the other 'intelligent' characters.

The concept and off-beat plot for the game carry a weighty pedigree too, as it comes from the imagination of Alan Grant. He's best known for bringing the likes of *Batman, Judge Dredd* and *Strontium Dog* comics to the world in his writing capacity.

MEGA-LO-MANIA

■ Mirrorsoft ETA – Early 1991

Everybody wants to rule the world, fair enough, but do you want to totally control everything



including evolution itself? *Mega-Lo-Maniacs* will, when they are given free run of a whole world, its people and time zones. This means that cavemen could end up piloting Spitfires and Roman centurions fighting nuclear weapons!

Backing up the graphics is over 1 Meg of digitised speech recorded by Richard Joseph – one of the foremost computer sound technicians in the biz. What's more the code is being put together by Sensible Software of *Wizball, Micro Prose Soccer, 3D Tennis* fame.

MLM will be challenging, fighting the forces of nature, plus three computer opponents too! Alliances and treaties will be feasible, but at the end of the day, there can be only one!

SHADOW DANCER

■ US Gold ETA – Late March 1991



And this years 'best of breed' winner in the Ninja Psycho Hound class is *Shadow Dancer.* Unlike any other mutt in the competition, he wasn't fed on Chum but raw crim'. Converted from the Sega arcade, this is an eat-em-up sort of beat-em-up, with the canine ninja pooch leaping in to savage any foes his ninja master can't handle. The plot involves a corrupt city, a band of evil terrorists and the one lone good guy out to save the day, but who needs excuses when the punching action is top notch. And it promises to be because both human martial artist and canine fang specialists can attack simultaneously!

ALCATRAZ

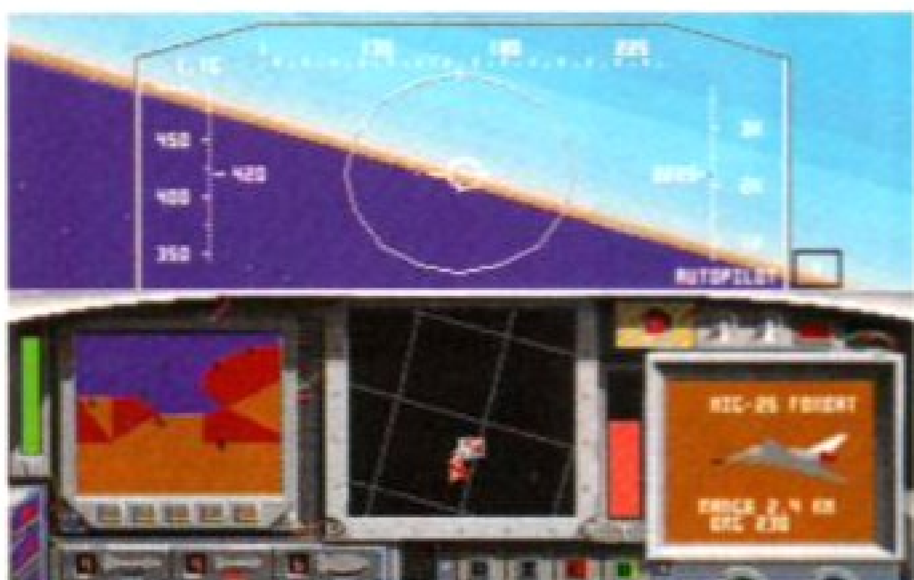
■ Infogrames ETA – Late March



Alcatraz, the semi-sequel to *Hostages,* has been re-formulated and is set to be released shortly. It tells the tale of a crack 'SAS style' unit going in to bust drug kingpin Miguel Tardiez. He's banged up in Alcatraz of all places and the boys in black have to undergo a six stage, multi-style, infiltration mission. It has some interesting gameplay points including interactive sound effects, ie the more noise they make on the stealth sections the harder the game becomes. The shooting starts this March.

F-15 II

■ *Micro Prose ETA – May 1991*



One of Micro Prose's first smash sims was *F-15 Strike Eagle*, based not surprisingly on the plane of that name. Well the Prose peeps have come a long way since then, and all the time they've been storing up ideas for a sequel. Now, a totally new game is on the way, boasting a whole new bag of tricks.

F-15 II will feature no less than six different theatres of war, from Vietnam through to the Northern Cape. The emphasis of the game, unlike *Stealth Fighter*, is on combat. The strategy is secondary to Sidewinders and Amraams as the shooting starts. It also has the latest 3D flight routines, so it should be one of – if not the – fastest ever flying games to take off on an Amiga. Packaged with the regular Micro Prose gloss – ie a vast range of missions, and difficulty settings – you don't even have to land if you don't want to, the game will do it for you!

SUPER CARS II

■ *Gremlin Graphics ETA – April 1991*

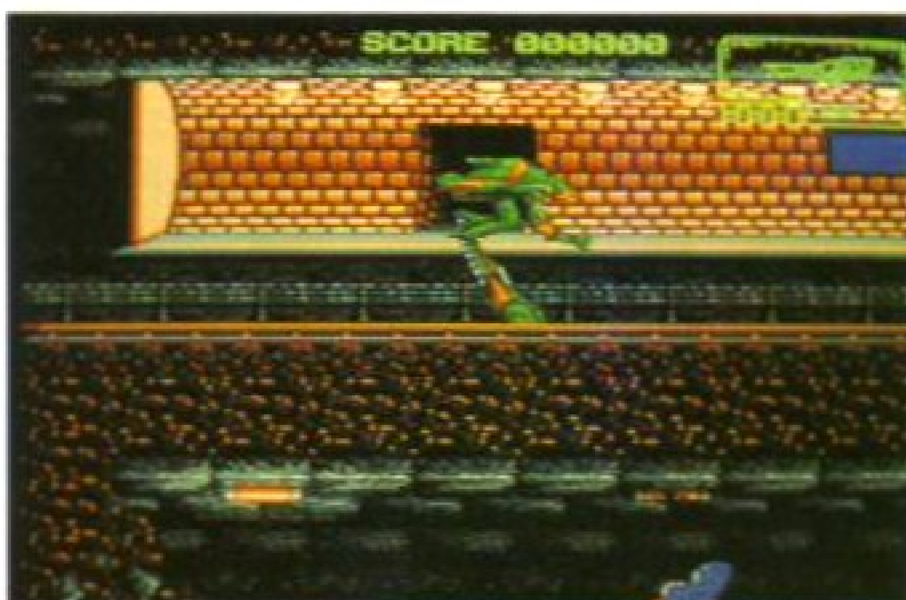


Love or hate 'em, you've just got to carry on playing. That's the strange power of overhead race games. One of the best ever in this style was *Supercars* (*AF8 86%*) and now the supercharged sequel *Supercars II* is in the final stages of readiness.

Created by the authors of *Lotus Esprit Turbo Challenge*, *Supercars II* really promises to deliver. 10 different cars are going head-to-head over 20 cunning courses crammed full of banked curves, hills, tunnels, crossover roads, ramps, chicanes and vehicle obscuring bridges. What's more the landscapes will range from sand to snow, while the tracks will be covered in oil, water, gravel, ice and occasionally tarmac. All the usual power-ups should make an appearance too, as will bonus cash screens and the option to flog any extras you've picked up but don't want.

ROBOZONE

■ *Mirrorsoft ETA – TBA*



New York gets the short end of the futuristic stick yet again in *Robozone*, a new sideways blast from Image Works. NY has fallen into polluted decay, the only decent folks live in boats floating out in the bay. Wolverine robot sentries were posted to keep the low life from enjoying the high life, but now the nasties have worked out how to kill the tin coppers. You control the last Wolverine in the city and the bad guys have to be stopped, with firepower.

A sideways-scrolling shoot-out, the Wolverine has to nip around the subway system, up onto the streets and find the furnace where his metal mates are being melted down. Save the last Wolverine and the city of New York! A tall order even for Weetabix eaters.

SKULL AND CROSSBONES

■ *Domark ETA – TBA*

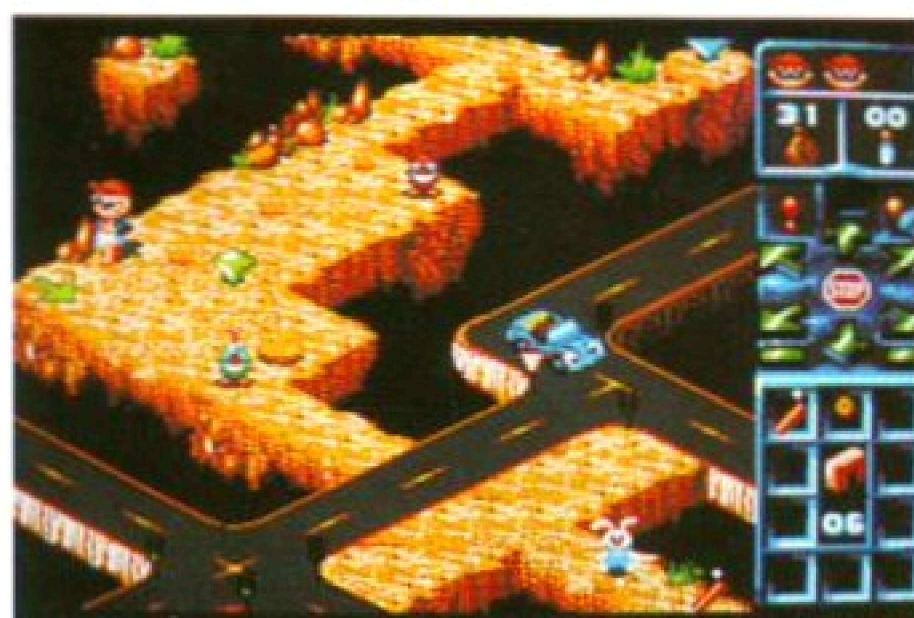


Yo, ho, ho, and the like. Next from the Domark/Tengen coin-op stable is *Skull and Crossbones*, a pirate slash-em-up epic. Saving damsels, killing medusas and battling the evil Arch mage, it's more in the Flynn mode than *Captain Pugwash*. *S and C* is a two-player arcade conversion set on the high seas, with yourself on the trail of fights, food, drink, and revenge (not necessarily in that order!). So stock up on the bottles of rum, get your ates pieced and parrots at the ready, Roger is on the horizon and he's looking rather jolly.



BRAT

■ *Mirrorsoft ETA – Spring 1991*



By day he's an angelic baby, but at night he becomes Brat in a strange and twisted dream world. No longer a kid, when in dream-land Brat is a streetwise hombre with a bad attitude, who wanders about the place looking for trouble.

Unfortunately, being a baby he hasn't got a clue where he is or how to get back. You must take control and guide the little devil through Toy Town, the Park and Space city. The kid boasts a huge game map, masses of weird and wonderful things to collect plus what is being termed a 'unique control system'. The *Format* reviewing team will be standing around going "cooo, didums, gaga" later this year.

PREVIEWS UPDATE

The best laid plans of mice and men often go awry, so to keep you in touch with what's happening on the development front, as we go to press, here's what is on its way.

FULL CONTACT
Team 17. Still tweaking and testing. ETA mid-March.

NEVER ENDING STORY II
Linel. No fixed release date. ETA probably summer 1991.

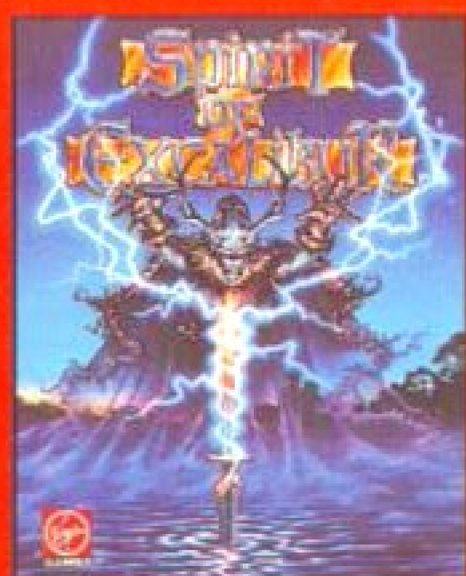
CYBERCON III
US Gold. Code written, graphics finished, gameplay in for fine tuning. ETA Mid-mar.

HERO QUEST
Gremlin Graphics. ETA Easter time as scheduled.

COHORT FIGHTING FOR ROME
Impressions. Final stages of testing. ETA ASAP.







A blend of fantasy role-playing, adventure and combat simulation set in a richly detailed world of mountains and rivers, villages and cities, castles and ruins of Medieval England.

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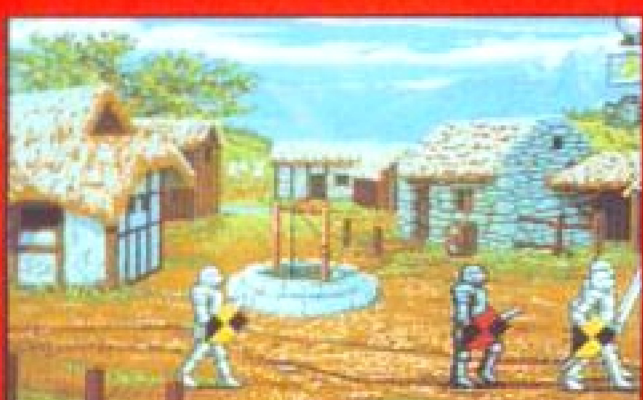
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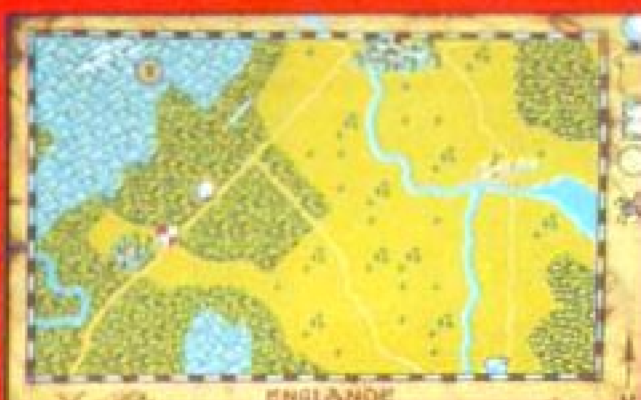
A KNIGHT TO REMEMBER

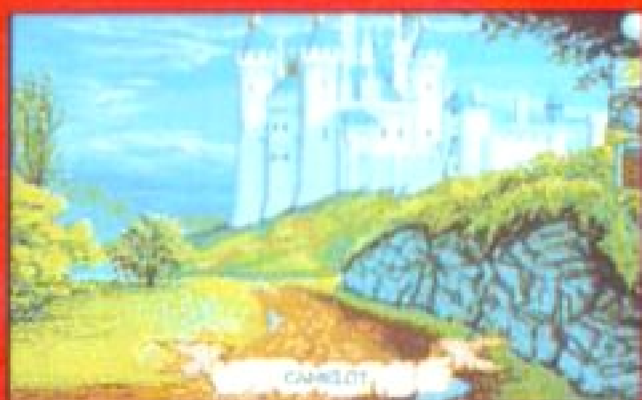
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RAILROAD TYCOON

Rainbird – ETA April



Train spotters have enjoyed a bad rep' for years, and their 'Pac-a-Mac' brush has tainted everything associated with locomotion. This means any game which is about building a Victorian railway empire sounds terminally flawed in the interest zone. How wrong this assumption is only becomes apparent when you realise *Railroad Tycoon* is a backstabbing, money grabbing, insider dealing, empire building race to rags or riches!

Tycoon lets you play a wheeling, dealing, 19th Century entrepreneur with big ideas. He has a plan to build a railroad between all the really wealthy places, before anyone else does, and at the same time earning great wads of cash and retiring.

In your way stand a number of small problemettes. Firstly you have to convince other people to invest in your scheme, then keep the railroad running at a profit, while expanding and buying land for future routes. There are also some rather famous railway building competitors who are set on exactly the same course as you. These have to be out manoeuvred on both the stock exchange and on the level crossing front.

The most important part of the game though, is getting goods and passengers to the station on time. Now this is not the ho-hum sort of job it sounds, because the network spreads you have an increasing number of engines all doing different jobs. They all have to be constantly monitored which makes for a huge logistical puzzle as you switch loads and signals for them all. Throwing a spanner in the works are the special deliveries which carry a heavy bounty for the network which gets the goods there first, throwing the regular timetables right out of the window.

In concept *Tycoon* is *Sim City* with wheels on! Placing limited resources on a game map, fostering them, hoping they'll pay dividends later. Natural disasters can wreck careful plans and bridges and rolling stock can wear out. Where the big difference lies however is the competition, who seek to do you down. At least you can now blame other guys for failing rather than bad luck or incompetence!

Railroad Tycoon was a massive hit on the PC, because of its powerful habit forming tendencies. However, the game is not all remote strategy. The routes are built 'iconised' graphics and are full to the brim with Micro Prose style intermediate screens – showing for example bridge building or financial reports.

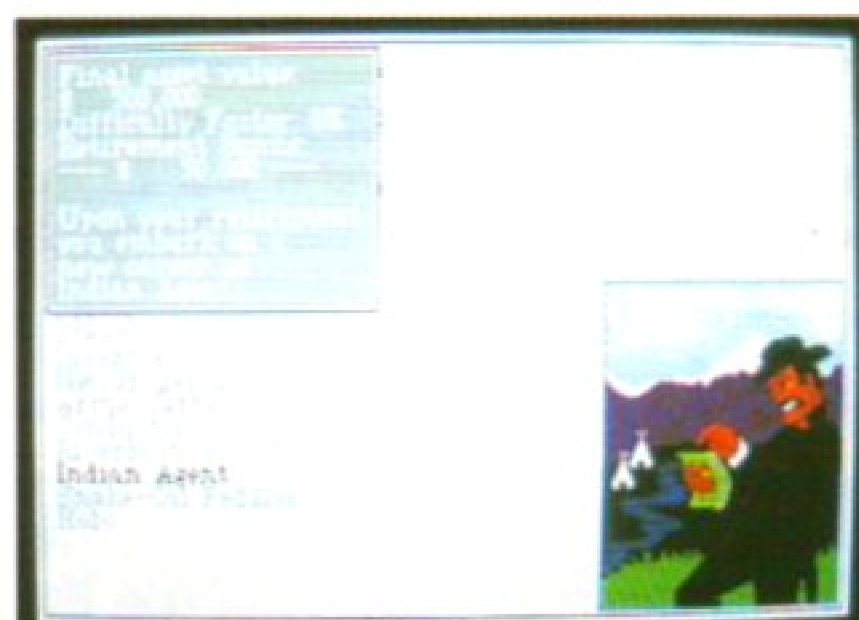
The Amiga version will be as powerful as its PC cousin gameplaywise because the logic and design have been perfectly copied, but the sound and graphics have been improved too. Watch out for *Tycoon*, when it pulls into the review station next month, if you get on board you may never want to get off!

ICON STRIP



Where in the world?

Railroad Tycoon can be played in four different areas of the world, each of which has its own strange attributes and natural disasters. You can go wealth hunting in 1830 North Eastern America, 1866 Western North America, 1828 England or 1900 Central Europe. The time differences mean that there are different engines available.



The aim is still the same though; to make money! *Railway Tycoon* is never won in the traditional sense, you simply retire when you've done as well as possible, then depending on the cash you've pulled in allots a job for your twilight years. Play badly and you're an Arctic explorer, play well and you could make Prime Minister!





FIRST SAMURAI

Developers – Vivid Image. Publisher – Image Works. ETA Mid-Summer

Ninjas have had their way for quite a while. Now, Vivid Image are working on an arcade action epic, starring a new kind of hero: the First Samurai. Work began on the project last summer and will be complete this July. It's already looking sharp and with nearly five months of tweaking time before its launch *First Samurai* has the makings of a real biggie. *Format* were so impressed with the early demo that we nipped off to Watford for a closer look.

THE PLOT

First Samurai is a tale of revenge. A demon king has slain your Sensi before he could teach you anything useful. Angered at the killing, and miffed at the termination of your apprenticeship, the First Samurai sets out on the vengeance trail. The demon king has fled into the future,



The white blocks seen on screen show where the Samurai can stand, the thin lines show platforms he can jump on. After the level has been drawn this info is overlaid using an editor system. The numbers represent the various block's attributes.

where people have forgotten the ancient magic that may restrain him. Learning a time travel spell from the witch-doctor Sami' sets off in hot pursuit and the fun begins in a futuristic, post-holocaust, Japan. The adventure is a homogenisation of the best that arcades have to offer.

THE GRAPHICS

The First Samurai fights in three ways. This demands good animation which melds all three styles together, so they flow from the joystick to screen. Sami' achieves a vast amount of animated moves because he's not actually a single sprite but a collection of different heads, bodies and limbs. Thus, from a few frames of animation, a great variety is possible.

These frames double as the basis for many of the man-sized foes, so economy is achieved while maintaining maximum effect. The action seen is against a beautifully drawn landscape, that mimics 3D by layering the 2D platform world, giving designers the chance to hide crucial gameplay objects in semi-obscured places.

THE SOUND

First Samurai is full of cracking sounds (literally!) but it is the incidental effects, initiated by a player's actions, that are most memorable. Each sword stroke is accompanied by a violin riff' and collecting a special weapon instigates a choir's sampled 'hallelujah'. It started as a humorous experiment, but now VI plan a sonically excessive one Meg version, crammed with orchestral effects!

THE GAMEPLAY

First Samurai is no beat-em-up. It has battling sections where sword speed means survival, but it has multiple styles of play – including a train surfing sub-section.

Sami' has two sources of power, physical and magical. Physical power is your life meter, while mystical power has three different uses.







Firstly, it can be converted into a magical sword, which is obviously useful. Secondly, if the physical power starts to wane, the sword can be traded off for extra physical energy.

Mystical energy will also be useful, as it can be employed to buy a better re-start point. If Sami' stumbles over a 're-start pot' he can invest power in it. Then, if he dies the game begins from that point. This reinforces the strategic power-mystic energy.

First Samurai is also a cunning platform game requiring exploration and lateral thinking. The survivable path may not always be obvious. The way could involve a hidden platform or secret caves and the appearance of special weapons forces continual map research but only when enough magic has been collected.

The Samurai Construction Kit.



First Samurai is a smooth moving dude. All the body components (seen above) are first drawn in *DPaint III* then given to the programmer, who then animates him. All the frames are loaded into memory and then certain joystick commands initiate the correct selection and display. Using different sprites for the various parts of the body allows the widest range of moves with the fewest frames, as the same frame can be used in different animations.

TECHNICALLY SPEAKING

Concept and design – Vivid Image
Additional design – Raffaele Cecco Nick Steadman, Dokk, Teoman Irmak.
Amiga coding – Raffaele Cecco
Graphics utilities – John Twiddy and Mev Dink.
Recent Vivid Image games include – *Time Machine* and *Hammerfist*.

GO WiLd!

TOKI

No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

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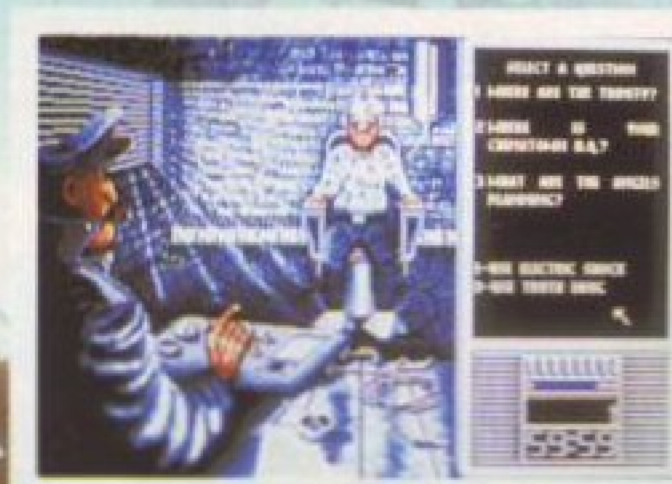




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ONE SMALL PAGE FOR MAN, ONE GIANT LEAP FOR...

SCREEN PLAY

THE FINAL FRONTIER

Is Activision's space empire epic, Deuteros, the ultimate sequel? P.54

With Amiga games becoming ever more diverse and complex, the *Amiga Format* reviews system is designed to be flexible enough to accommodate all styles and genres. We give one overall score, which reflects how good each game really is. This score is accompanied by a short list of the game's good and bad points, highlighting those elements that make it stand out from the crowd and those parts which really annoy. These points are then fully expanded and explained in the main review.

Format will, whenever possible, only review completely finished software. This means we see the version that ends up on the shop shelves, the version you buy. Waiting for finished games does occassionally mean that reviews of some Amiga products appear in other magazines before *Format*. Our review, though, will be an authorative statement of what a game *is* like, not speculation as to what it *may* be like.

The reviews team is headed by Trenton Webb and Maff Evans. Trenton had a long history in the world of 8-bit games reviewing on *Amstrad Action* before moving up into the big league for *AF* 14. Maff Evans joined the team on *AF* 7, after a heroic tour of duty with *ZZap 64*. They are backed up by a highly-experienced team of specialist reviewers from Future Publishing's crop of market-leading computer titles.



DEUTE

Activision ■ £24.99 Mouse

ORBITAL FACTORIES, THE FULL STORY



Item that is currently in production. When finished the picture is replaced by a crate icon.

Build command. Select the item (shown in book) via buttons and the advance time.



Toggle display between manufactured goods and raw material supplies, held in the stores.

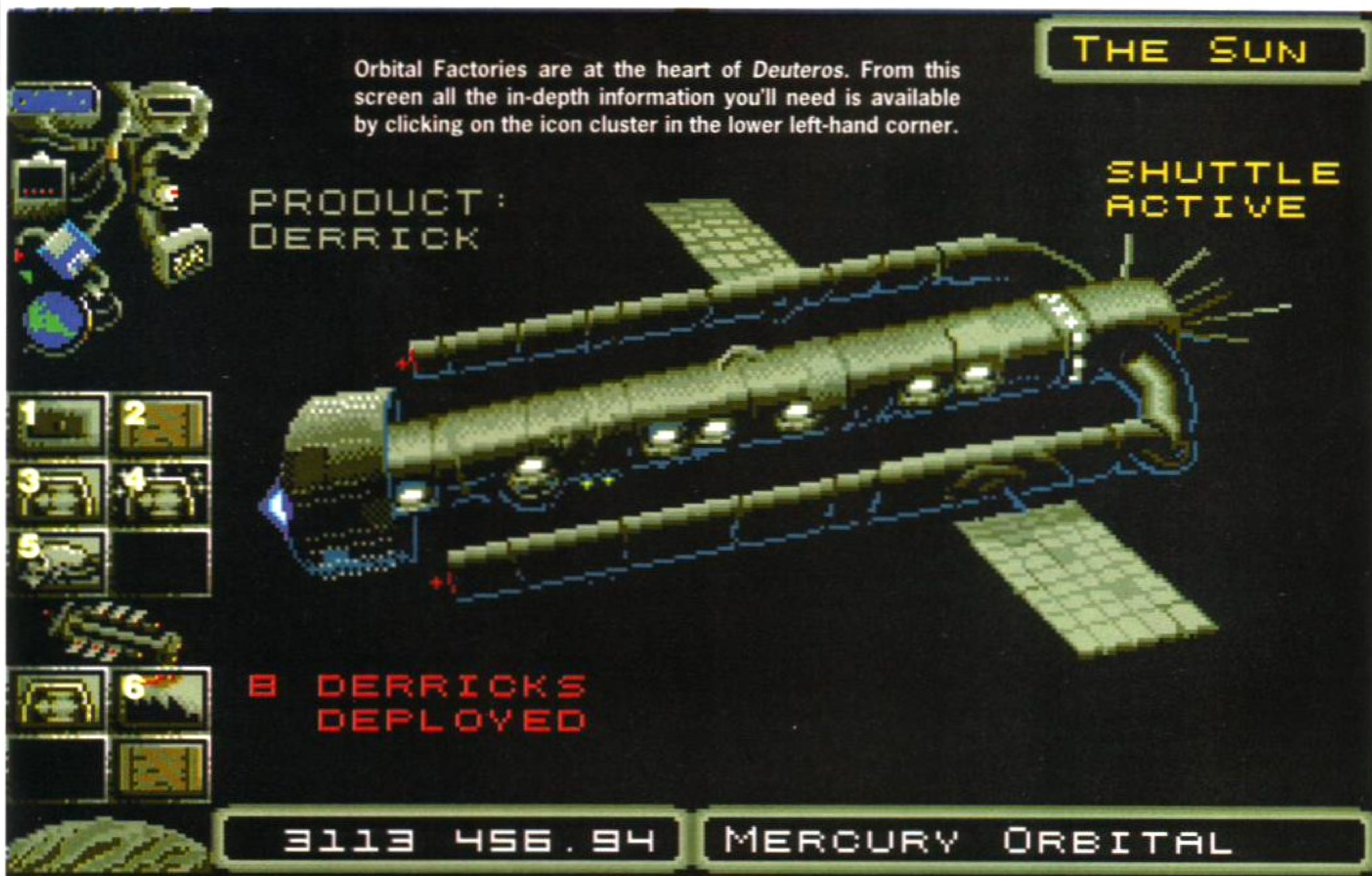
Select the item that needs to be built via the button panel and the required minerals are highlighted.



Load pod, choose either supply, tool or cryogenic depending.

Current cargo in supply pod, click on pod to load.

Fuel status. The plus sign to load, the minus sign to empty.



Orbital Factories are at the heart of *Deuteros*. From this screen all the in-depth information you'll need is available by clicking on the icon cluster in the lower left-hand corner.

Pilots that are available to fly IOS ships.

Dismantle IOS ship. Sends spares to the stores.

Move IOS. Click on the section you want to look at and the view pans along the bay.



Autopilot on/off. Flashes when active.

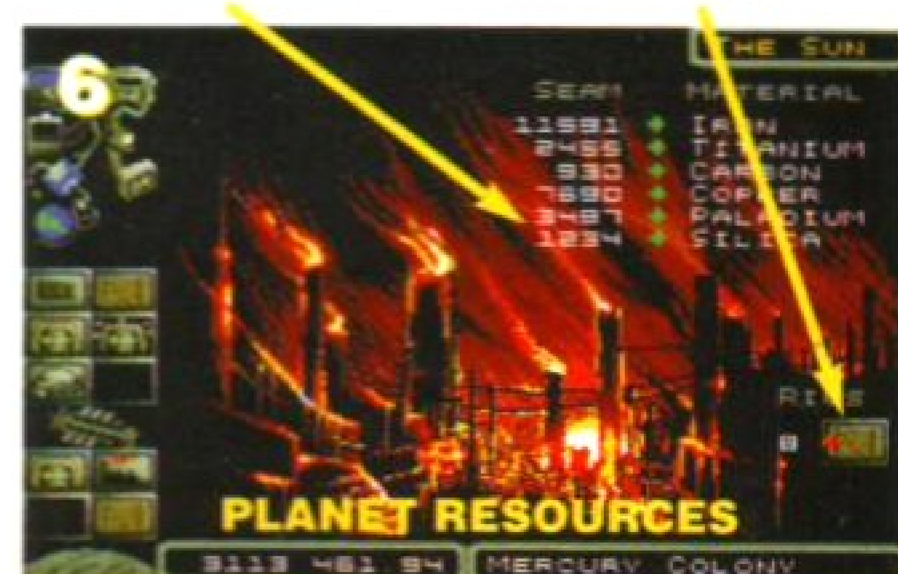
Dock, descend and ascend controls. Click one then advance time.

Activate pod. When docked it also allows access to the shuttle bay.



The mineral wealth of each planet is shown, as each seam is mined. The rigs then prospect for more.

The number of rigs operating is shown here. The maximum number per planet is eight.



ROS

A thousand years have passed and still a hundred different rumours persist. Was there ever a moonbase? Did man once span the system or is it a myth? The seven(teen) generation itch has smitten the citizens of Earth City; now they must explore.

Legend has it that Earth City was a mere 'colony' reinstated on the Earth after some catastrophe killed the planet! Now, after years of training and research, Earth City can solve the riddle. A monumental community effort will be needed to organise this space quest, not only for moonbase, but for the exotic minerals that will fuel the conquest of space.

Tinker, tailor, soldier, pilot...

First and foremost people have to be trained so they can build, research and fly the craft from Earth. Drafted in small batches they can be assigned a skill: mariner, scientist or artisan. If a job needs to be done, then one of the three 'classes' will eventually gain the skills. Obviously, a punter pulled straight from Earth City's streets can't build a star-ship, they need to construct simpler devices to grow in competence.

The ability to design the kit isn't God-given either. Research teams start with simple plans for a mining derrick – to the Earth's resources – and a rough plan for orbital factories. Assigning them to research the orbital dream, whilst Production build derricks, which gets two tasks running simultaneously. When shuttle craft have been built, pilots are made orbit-to-Earth ferrymen, which earns them the skill to fly the Interplanetary Operation Ships (IOS) that Production will build, as soon as Research have finished designing them.

This is where *Deuteros'* time system makes its play. Time only advances when you click the clock icon. This means you can visit as many locations as you own, giving different orders to individuals, then with one click forward in time the jobs are undertaken simultaneously. There is a possibility of having 16 different orbital factories, and the time system means multi-tasking orders is possible, as is maximising your resources.

As your knowledge grows, so does the ability to roam the solar system. Ensuring each orbital factory has the right people, following the right instructions, with the right machines is the first challenge. A mental dexterity test, *Deuteros* forces players to develop a heavy save game habit – just in case. It is beautifully judged in the pace department though, and just as a job threatens to become a chore, up pops Research who say they've plans for a whizy piece of kit that will do it automatically.

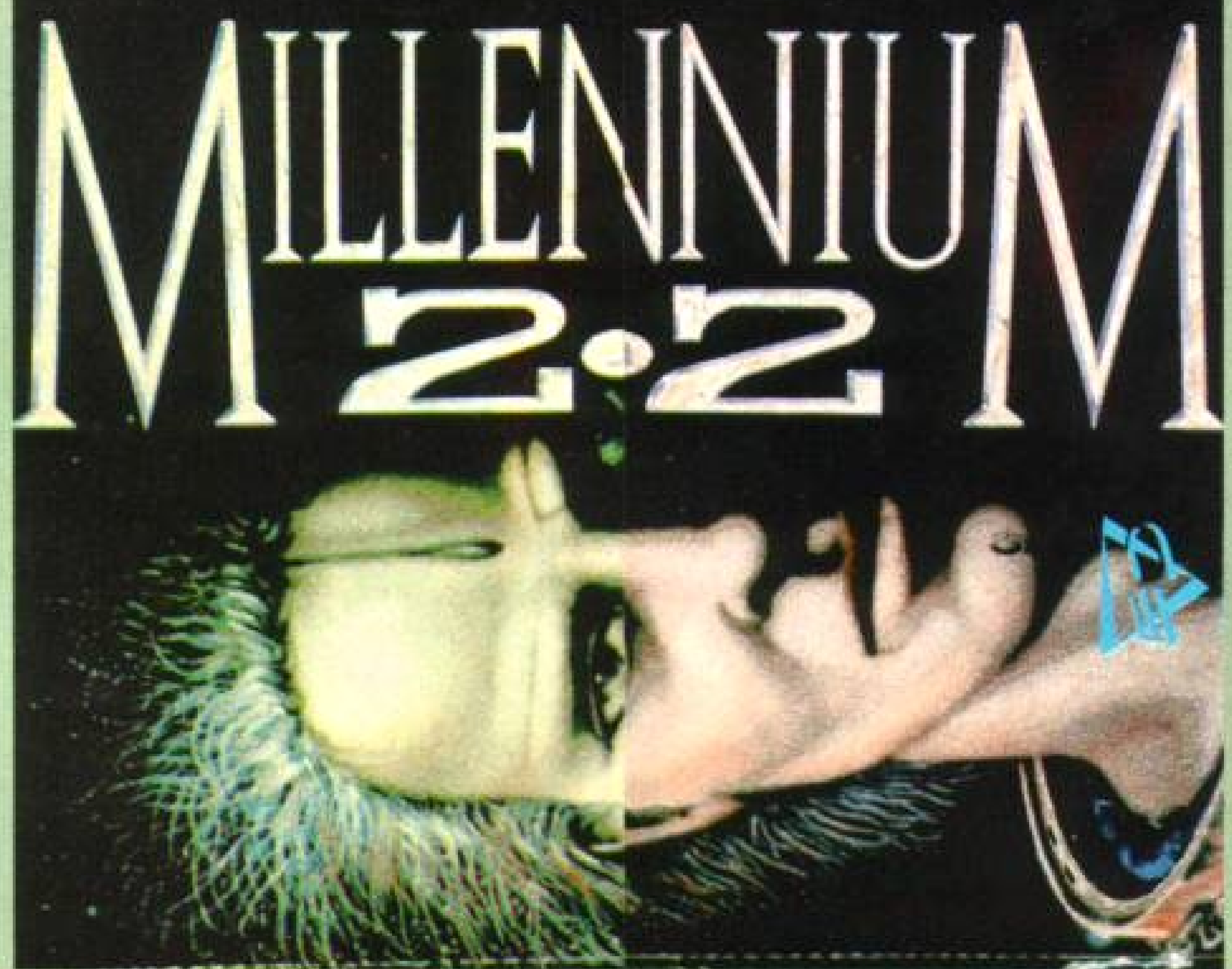
Novel ideal

Deuteros plays like a well written novel. Everyone of your minions has a name, and as they spread across the sky, they develop a history. Outrageous behaviour results, such as sending pilots wandering simply so they log the necessary hours to become an Admiral.

Along the route are real shocks; jolting surprises that no

Continued overleaf ▸

THE PREQUEL



***Millennium 2.2* – A space empire game that was set in the year of the title. *2.2* posed players the task of avoiding mankind's extinction. Watching from a moonbase workstation, the last terrans saw a huge meteorite destroy Earth. It erased all traces of civilisation, save that of the Lunar Base. Through a marshalling of resources, they had to build outwards, scavenging for raw materials across the solar system.**

This brought man into conflict with other beings, and war followed. The challenge was survival, the testing ground was the vacuum of space.

Mine's a large one



Minerals are the key to success in *Deuteros,* without them nothing can be built and your empire will grind to a halt. Certain devices however, require exotic materials not readily found on Earth, so other planets must be exploited. Using the deposit scanner you can work out which planets hold which minerals. It's up to you to build the orbital factory, get the shuttle route established and place the rigs on the surface-mining goodies.

Taking the training initiative. By cramming people into these lifts and waiting for a while until they all come out as apprentices, scientists, artisans and marines.



Ah, the glory of the void. Looking out from an IOS ship onto the Moon's orbital factory, makes you feel kind of humble. Well, not that humble, there's another 14 bases to build!



Keeping tabs on who is where and what jobs they are qualified to do is tough. So using the stocktaker you can examine your human resources. Good man management is vital.



Master Control Screen

1 Advance time:
Click to start advance, click again to stop.

2 Stocktaker:
This lets you know quickly what's where and how much of it is available.

3 Planet Surveyor:
Lets you examine individual planets with regards to their mineral deposits.

4 Disk Ops:
Load, save and be merry.

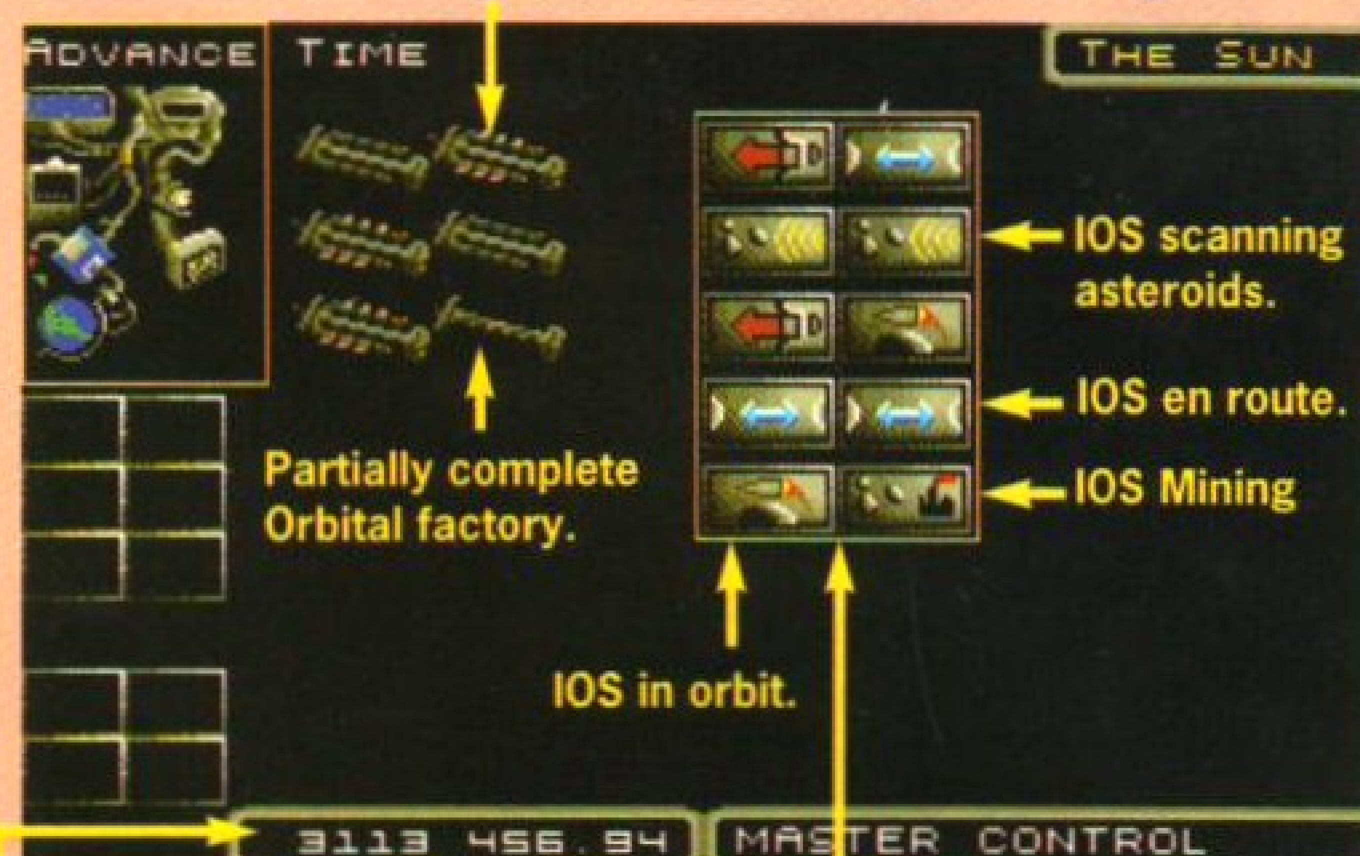
5 Earth City:
Click here at anytime to return to Earth City.

6 Return to Master Screen:
Click here on any screen to return to Master screen from any screen in the game.



Time
Click to advance time by one, useful for fine time adjustments in tricky situations.

Orbital Factories
Placing the cursor over this shows you its name, click on it to access factory. Red lights show it is building something.



Ships
This shows the current activity of any IOS (Interplanetary Operation Ships). Hold the cursor over it to find the name and position, click on it to enter the bridge. One IOS docked.

amount of planning can prepare you for. To supplement this horror factor are teasers; equipment that requires exotic minerals to build. These force an immediate change of plan, as you chase the new materials, in order for the new machine to be built, so that you can find out exactly what it does.

The nature of *Deuteros* means few plot details are given away, otherwise the anticipation and terror of exploring strange new worlds, boldly going where no man has gone before (or have they?), will not have the full effect. The challenge is huge and the plot twists are totally unpredictable. This taints any feelings of success, when everything starts coming together, with an acute fear of the unknown. The smug feeling of competence when easily manipulating machines that were once unwieldy, balances this tension and increases the enjoyment quota.

Try or die

Deuteros is a learning experience, and those who want instant fireworks need not apply. Just enough information is given throughout to reward those players brave enough to experiment. Try or die, is the *Deuteros* motto.

Strategy games need to employ more than the Amiga's processing power to be great, they must use graphics and sound too. *Deuteros* wins through here. Each screen comprises of both easily accessed icons and a theme setting picture, backed up with a particular sound effect. Animated sequences become more frequent and make certain situations real knife-edge affairs, no matter how often they occur.

Deuteros is a massive project. Its character is supplemented with both idiosyncrasies and superfluous touches – the light switch in Earth City training actually works! It challenges, bemuses and rewards in equal portions. What starts as tentative exploration grows into a personal crusade to colonise the stars; it simply demands to be played to completion. Very few strategy games are actually exciting but *Deuteros* is gripping. It looks good, sounds great and plays like a dream.

The plot slowly unfolds as a test of nerve, judgment and intuition. As your empire grows so does the game, embroiling you in a struggle for survival and galactic dominance. *Deuteros* is, as they say, the business. Try it if you dare. ***Trenton Webb***

VERDICT

- An awesomely playable space empire strategy game.
- Well paced, with some real shocks.
- Easily accessed icons, atmospheric graphic backdrops and moody sound effects.
- Gripping plot with just the right amount of tension, confusion and reward.
- Staggering stuff! A thousand years better than *2.2!*





Blasting off into the darkness of space. The opening sequence teases the imagination as to what lies out in space. Does the Moonbase still exist? Is mankind alone in the universe? If not, will these others species be friends or foes? There's only way to find out, and it ain't going to be easy, but it will certainly be fun!

GODS

THE BITMAP BROTHERS

ST version shown

**Are you bored of games that pose no real challenge? Mindless adversaries that can't fight back? Dumb nasties who just ask to be slaughtered?
GODS is a complete departure!**

**Featuring a revolutionary system of artificial intelligence, your opponents react to your actions and interact with the environment.
Perhaps guile will achieve more than brute strength! Your cunning, as well as skill with the fearsome array of weapons at your disposal, are needed equally to overcome the enemy...**

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Monaco means sun, sea, expensive yachts and for one day a year, cars. Not your ordinary, average Porsche or Ferrari but real cars, the F1 brigade. There was an incredible coin-op that allowed everyone to race that magical street circuit through the Principality. US Gold have now tried to squeeze this immense beast's racing power and graphics onto a single disk.

The conversion exhibits a different structure to it's coin-op parent. Incredibly, it actually sports more tracks and a longer game. The plot is simple, starting in France you first qualify, then race. If you finish high enough you move onto Brazil and go through much the same procedure. Following this is Spain, and if you're still going when the chequered flag falls there, it's 'Monaco I up' for a race in the dry and then a final showdown in the rain.



Brazil gets going. Rev like crazy and get ducking down the sidelines. You can try to muscle your way down the middle but this is risky because one touch can send you into the barriers. Using the mouse to get a good start couldn't be easier, just hold the left mouse button to power up and the right to change gear.

SUPER MONACO

US GOLD ■ £24.99 Mouse or joystick

Drivers have three driving options – automatic, four cog and seven gear machine. Ultimate victory is only feasible however, for drivers who risk the seven-gear nightmare. Keeping the revs high and the gear low lets your engine brake in corners, gaining enough traction to hold on in even the evilest hairpin. And hairpins are what Monaco is famous for.

Monte Carlo or bust

Qualifying isn't easy, but racing is where the real game starts. You must weave around the twisting courses, anticipating corners, using the rear-view mirror to out drive the computer cars who want your place. Contact with other cars isn't fatal but they cost time. However, if one of the computer drivers nudge you on a corner – or you just screw it up – and a barrier is hit at speed, all your hard qualifying is wrecked as the front strut snaps. Exits of this sort are gutting, but become all too familiar as your racing experience grows. Not all collisions are fatal, slow ones just kill speed and ruin your line, but the faster you drive, the greater the risk.

Senna prod's

Super Monaco GP is fast, wickedly fast, which is a factor that no race game can live without. Roadside objects flash past and corners exhibit a suddenness that is matched only by their tightness. The computer cars are generous when it comes to overtaking – apart from the Sennaesque nudges from behind – and this makes real racing possible.

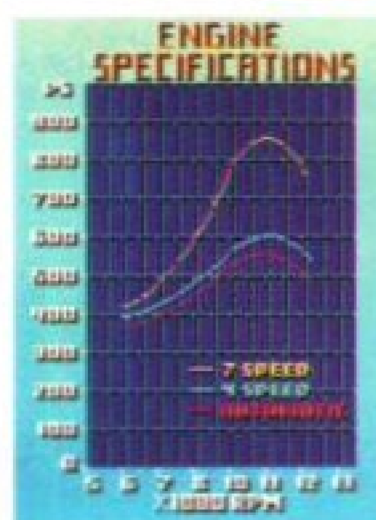
Super Monaco is a test of concentration as much as race skill. Three continuous laps need to be finished if you're to win through the qualifiers, and this ain't easy even when the track is clear. When you have to calculate how to pass a fast opponent as well, life becomes difficult.



The weather can play havoc with even the best race plan. The tyres slide and it's far harder to hold the line when the roads. Reduce speed now, as they say.

Super Monaco is incredibly frustrating, and not in a particularly fun fashion. With one crash terminating the whole campaign for the Monaco crown, winning demands

REVS COUNT





Power is what *SMGP* is all about, if you ain't got enough horses, you're dead meat. Your choice of gear-change determines how powerful you car is. This is graphically illustrated in the power chart, knocking around the intro sequence, but it is most obviously on the track.

Auto change is a good way to start but real men (and women) have seven gears to play with. Using the mouse changing up couldn't be easier, accelerate with the left button and hit the right as the counter peaks. To change down, lay off the gas and when the revs drop, hit the right button and you drop a gear, giving better traction under power.



You haven't gone blind this is the Monaco tunnel. There's a tight twist in the middle and no room for error so keep the speed down and your eye on the road. Stay frosty though, one crash here is terminal.

continuous concentration. This would be fine if the only way you could smash your shiny F1 was through a driver error. Yet, even with the advantage of a rear-view mirror it is often impossible to avoid a back marker forcing you into a barrier. With any prang throwing you back to the start of the whole game, mistakes grow irritating as you grow in racing skill.



So we're off to sunny Monaco. The map's of little real help as 10 seconds after the start everything becomes a blur. You can always follow someone else...



Goodbye season! Rather than being covered in glory, you're covered in oil. You can get away with clipping the curb, but a full power collision kills the car and your chances. Beware the other computer drivers though, they will do anything to hold their racing line and frequently encourage you out of the way.

GRAND PRIX

PULLING PIT STOPS



Circuit Length:
3.328 km/2.068 miles
Race Distance:
259.854km/161.298 miles
Past Winners:
Niki Lauda, Jody Schekter, Carlos Reutemann, Riccardo Patrese, Stirling Moss, Graham Hill, Alain Prost and the late, great Gilles Villeneuve.

Razor's edge

The gameplay balances on a razor edge, those with quick enough mouse control will reach Monaco without a nick, normal mortals will be cut to pieces by frustration before they reach Spain. The different gear-boxes provide a learning curve which the player can follow while grasping the racing ropes. Yet, even in France, finishing high enough to qualify for Brazil is nigh on impossible with an automatic gear-shift. The carrot of real racing success is dangled at great distance. With the fragility of the motor, as well as the power deficiency of both auto and four-gear models, *Monaco* is a game for the very determined or very quick.

The difficulty factor aside however, *Super Monaco* is a faithful reproduction of the original. The new tracks feel right, with the right blend of straight and vicious bends. The game has all the sundry screens faithfully reproduced to wrap the package neatly. Even the intro jingle has that authentically jarring arcade ring to it. Yet, for all this accuracy *Super Monaco* will disappoint anyone but die hard fans of the coin-op. Its relative shortness and difficulty means that good players will see the end of game display quickly, while average drivers will spend many hours sprackling themselves on a French hairpin.

Super Monaco is a good conversion of an awkward arcade, and even to get a faithful replica of it – let alone an improved version – is something of an achievement. Achievements however, do not always make for classic computer entertainment. **Trenton Webb**



Qualifying in Monaco is tough, here on the streets of the Principality. This warm-up run decides your initial grid position and starting at the front is a definite advantage. The course is different for warm-up.



VERDICT

- Intensive racing action, which has an arcade edge.
- Its just like the coin-op, but with three extra tracks!
- Strong graphics both on and off the track.
- Terminal crashes quickly become rather irksome.
- Little reward on offer in the early stages.

83%



MEGATRAVELLER 1™

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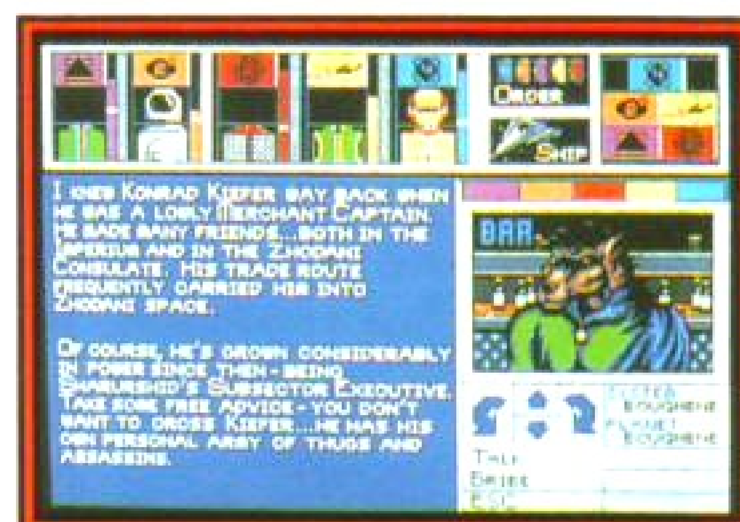
.....Now with the help of corrupt Imperium officials the Zhodani and the Outward Coalition are planning a fifth. Smuggling arms to traitorous groups within Imperium borders the Zhodani are planning to strike from within.

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IMAGINATION

Flexible gaming system supports any playing strategy and allows multiple solutions to problems and obstacles.



FIREPOWER

Realistic, combat sequences let you control each of your characters individually, while still giving general combat orders to the other members of your party. Utilise more than 30 weapons and skills in this advanced combat system.

72 varied skills to learn and use including medical, piloting, communications, laser weapons, bribery, demolitions and handgun.

COURAGE

28 planets and satellites to explore in 8 systems filled with exciting puzzles, dangerous subplots and interesting characters to encounter.

"MegaTraveller 1, a game that truly warrants the highest level of praise, the attention to detail makes it exceptional!"



RESOURCEFULNESS

Saving the universe costs money: a detailed bartering system lets players earn Imperial credits through interplanetary trading, with 30 types of cargo.

SCREEN SHOTS TAKEN FROM IBM PC VERSION

Supports Ad Lib Music Card and Real Sound for state-of-the-art musical score, digitized speech and realistic sound effects.



"MegaTraveller 1 is one of the finest role-playing computer games in at least the last three or four years."

"MegaTraveller 1 is one of the best science fiction role-playing games ever for the computer."

QUOTES TAKEN FROM DRAGON MAGAZINE U.S. & QUEST BUSTERS MAGAZINE U.S.

EMPIRE SOFTWARE, 4 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ. TEL: 0268 541212

Before the game starts proper you get to choose your commanders. They have a variety of abilities allocated to them, which can be juggled around 'til you're happy. You can send these chaps into battle, and they'll run your provinces for you.

You have three orders per turn. These can be anything from buying and selling goods, through recruiting soldiers, to going to war. In this case a spy is being dispatched to suss out the info on a neighbouring province. (That's him, on the bottom-right of the screen.)

GENGHIS KHAN

INFOGRAMES ■ £39.99 Mouse and keyboard



No, no. They're not sunbathing, they've got a nasty dose of the plague. Natural disasters like sickness and storms have a considerable effect on the game. There's more to this ruling lark than simply attacking your next door neighbours when you feel like it.

After a few turns in the world conquest scenario, the balance of power has changed. Some players have expanded their empires to include neighbouring countries, while others have been wiped off the face of the Earth.

They liked their wars, did the 12th Century Mongol tribes. Turn your back for five minutes and some up-and-coming tribesman will have declared war on another province.

The most famous of these was Genghis Khan, who united Mongolia, and controlled a large part of China to boot. Reckon you could do the same, do you? This game puts you in Genghis' shoes, so you can find out.

Bloody Battles

There are actually two games in one. The first, *Mongol Conquest,* has you as leader of one of many warring factions in a divided country, you have to repeat history and take control of the Mongolia. Game two is the *World Conquest.* Up to four players can take part as opposed to one. The aim is to control the entire Eurasian continent.

Both sections play similarly. Although it's a war-game, careful planning is needed before committing your troops to a bloody battle. There are many variables to take into consideration, and you'll need to build up the strength of your troops and be pretty certain that you'll win. Otherwise you may find it's game-over pretty quickly.

In order to get your army's strength up to the required levels, there are many sub-sections to the game. Your personal characteristics determine a great deal, so it may be an idea to train yourself in areas where you're lacking. Trading gives you valuable revenue to finance your conquest, as does buying in useful weaponry to add to your army's arsenal. And it's wise to send a spy to learn another countries strengths and weaknesses before boldly going in.

Some beautiful stylised graphics have gone into the production of the game. These are complemented by the sound effects. There's no brash sounds to deafen you here, it's more like the incidental music in a film score.

Some like it not

At the best part of £40 *Genghis Khan* isn't exactly a snip. You're going to have to be pretty serious about your war-gaming before splashing out all of that hard earned dosh.

If your idea of a good time is inflicting megadeath on the aliens from the planet Zog, then *Genghis Khan* is not for you. Plenty of manual reading and trial and error is necessary before you'll be able to play. Even then each game will take many, many hours to play. It won't be a quick five minute blast.

But if you are a war-gaming fan then you'll certainly love this. It's a very deep game with so many levels of strategy, so many variables that effect your decisions, and so much going on that you'll truly be in your element.

Adam Waring

Who is that masked man?

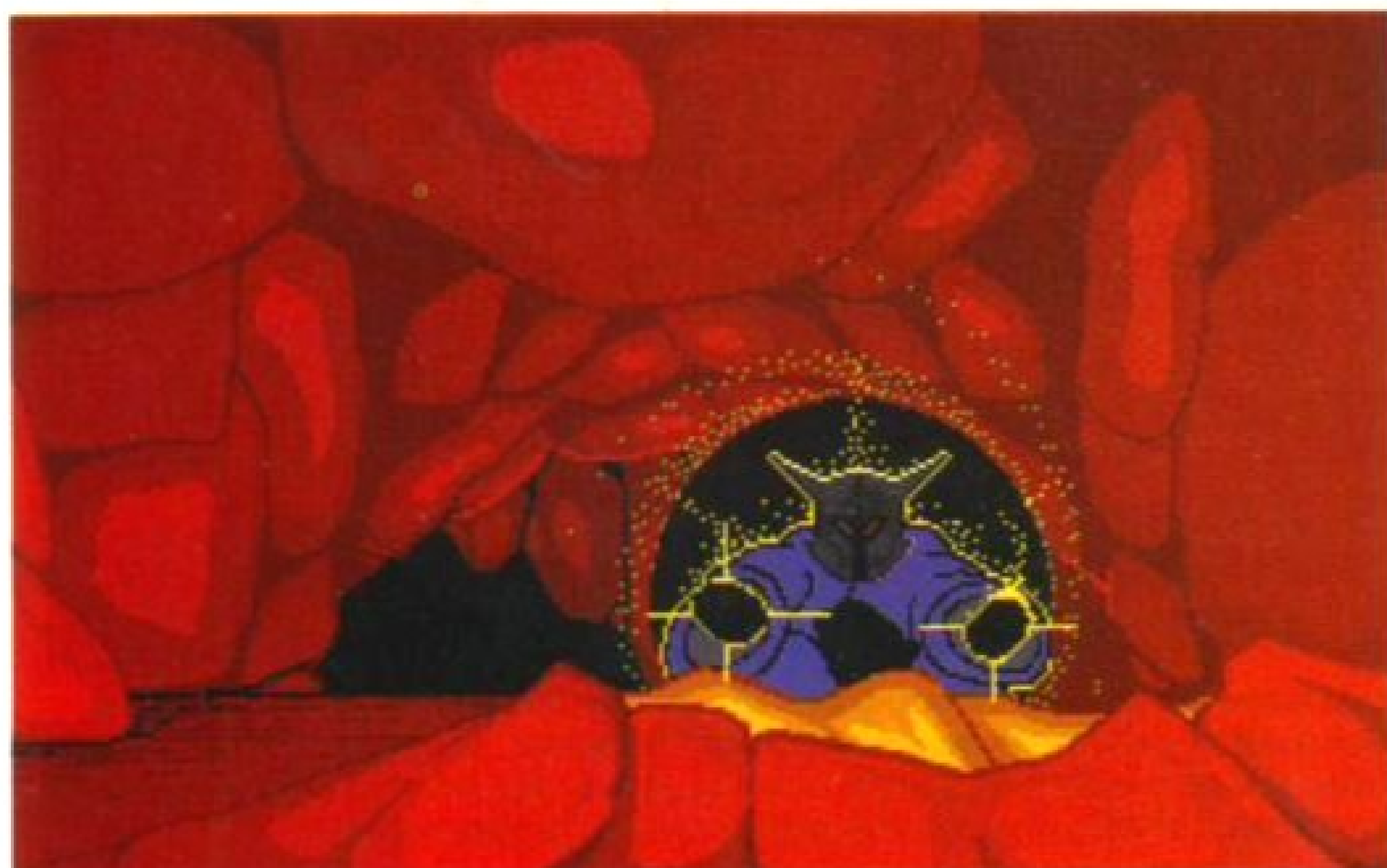
The famous Mongol conqueror was born in 1162, with the name Temujin. After a long struggle, he established himself as leader of all the Mongol tribes by 1206, and assumed the title Chingis, meaning 'perfect warrior'.

The Conquest of North China began in 1213, and by 1223 he controlled most of that country. He died in 1227, and his empire began to fragment on the death of his grandson, Kublai Khan in 1279.

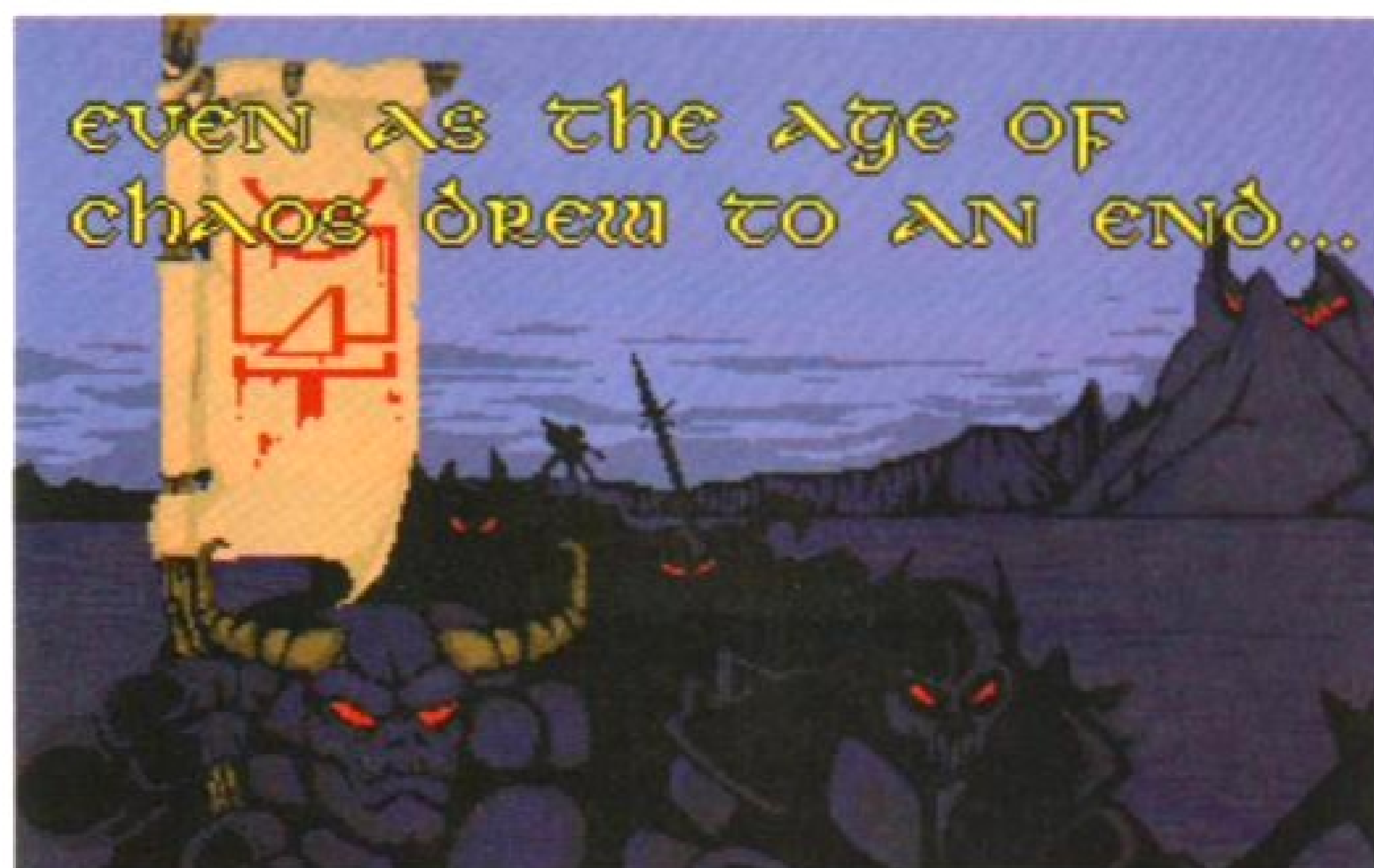
VERDICT

- **Graphics and sound combine well to produce a highly-stylised and well-presented game.**
- **Plenty of depth to keep the strategy buff happy.**
- **Complicated, but friendly. It'll take time to learn the intricacies, but you can bumble through without knowing too much**
- **Definitely not everybody's cup of tea. You'll have to be a dedicated war-game fan to enjoy it**





Chaos does indeed strike back. The dark lord's new dungeon defies normal geometry, much to the chagrin of those who brave its dangers. Cartographers beware!



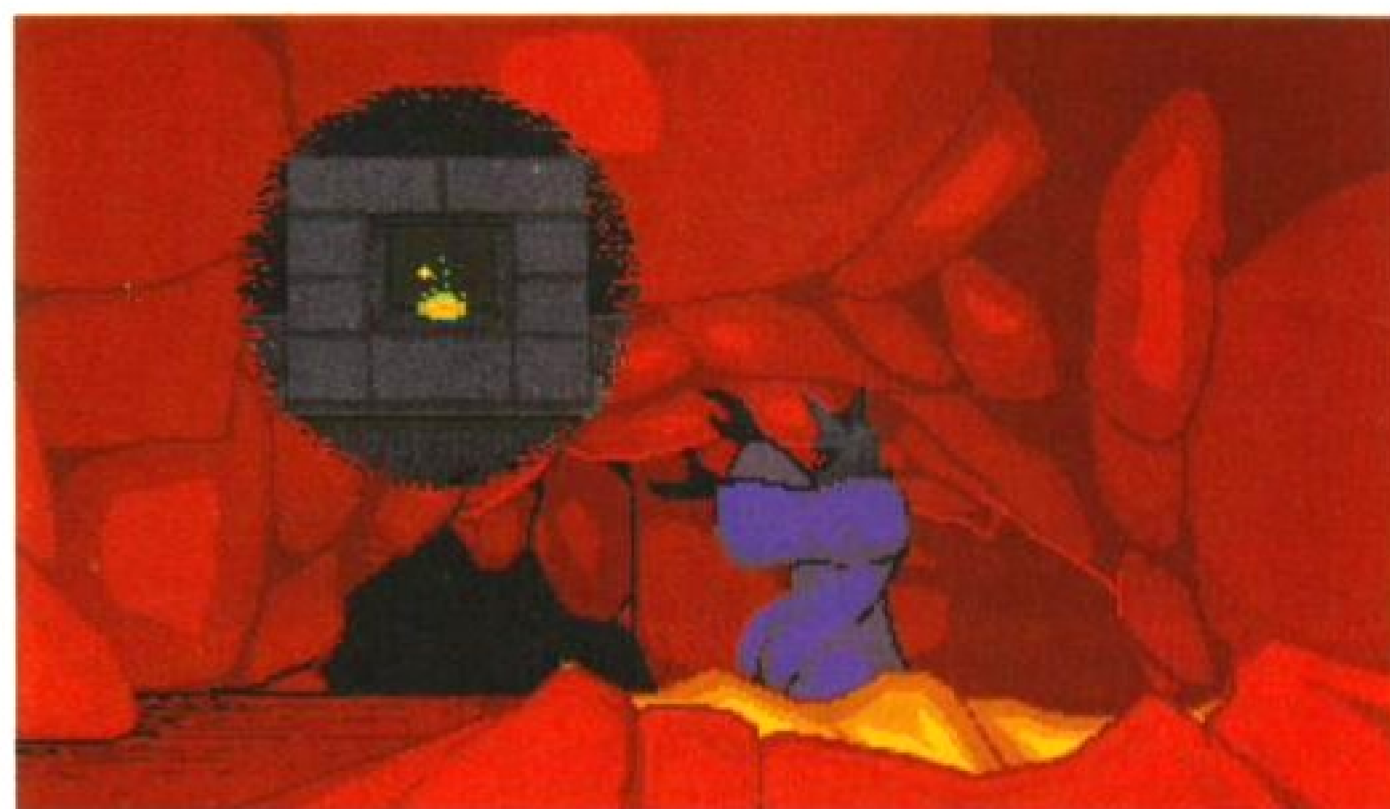
The introductory sequence, a five minute animated scene-setter, can be found on the game's utilities disk. This also contains an extensive hint function and character-customisation tools.

CHAOS STRIKES BACK

MIRRORSOFT ■ £24.99 Mouse



In *Chaos* there seems to have been a population explosion. There are plenty more of these guys around the corner. Still, you can always make a few population explosions of your own...



One pillar in the centre of the dungeon holds four pieces of corbum. You can only get to one side of the pillar at a time. Take the corbum to a corbum-eating vortex to cock-up Chaos' criminal aspirations.

This game continues the role-playing adventure that took computer gaming by storm in 1988. Once more, four heroic characters have to confront the Lord of Chaos. Their journey takes them to a multi-dimensional arrangement of rooms and corridors festooned with tricks, traps and monsters.

There is none of the order of the original game as you rarely know where you are or how much you've done. The only measure is how many of the four lumps of corbum you've successfully hurled into a vortex. The corbum is the key to Chaos' power.

Without it him and his hideous dungeon are destroyed. Not surprisingly, you don't get to shift vast quantities of corbum around frequently. The key to surviving, and finishing the game, is to save your game and not give up.

Point and kill

The method which you control the proceedings is one of the best of its kind. There's a window into the game and there are empty spaces for objects. You can pick up or drop an object by clicking on it with the pointer. You have a wide field of vision and your choice of actions, exercised by more clicking, is vast and learning how to play *Chaos* is half the fun.

The interwoven puzzles, physical problems and the ingenuousness needed to solve them is impressive. But it's the showcase model fantasy world they're set in, and which was first explored in *DM*,, that takes hold of people first. But since the release of *Chaos Strikes Back* on the ST a year ago, rumour about the work the team would be putting into the Amiga version, particularly with regard to graphics and sound effects, had been enthusiastic.

For the sound effects to achieve maximum psychological damage, they should be played loud, on headphones, in stereo, with all the lights off. There's a phasing effect when you turn around so try and do this frequently, whether or not there's danger in doing so. Dying will sound fantastic. Expect the distant and unaccountable sounds of doors opening and closing, of monsters breathing and slithering. When you approach a dragon, you'll hear its heart-beat rising menacingly out of the background signal before you see it.

The colour of chaos

Improvements haven't been made in the graphics. In every respect, the graphics capabilities of the Amiga have not been exploited. Perhaps *Dungeon Master*'s praised game system was too intricate to tamper with without starting from scratch again. The graphics are marvellous regardless, considering what they get up to. But over the last year a lot of graphic marvels have emerged on the Amiga that will dilute their impact.

Where treats have been thrown in, they've been welcome; the scroll which contains a magical short-range map, animated by some dynamic palette work. This may have been included at the expense of one of the red herrings from the ST version. But that's what makes *Chaos Strikes Back* a great game. Everybody who claims to have finished it has left something undone. ***Sean Masterson***

VERDICT

- One of the most puzzling, challenging and rewarding role-playing adventures available.
- Very easy to use interface. There are usually several ways of doing something.
- Sound effects have rarely been as slimey as this.
- Shame the graphics weren't improved. The screen update is slow.
- It already looks a little long in the tooth.

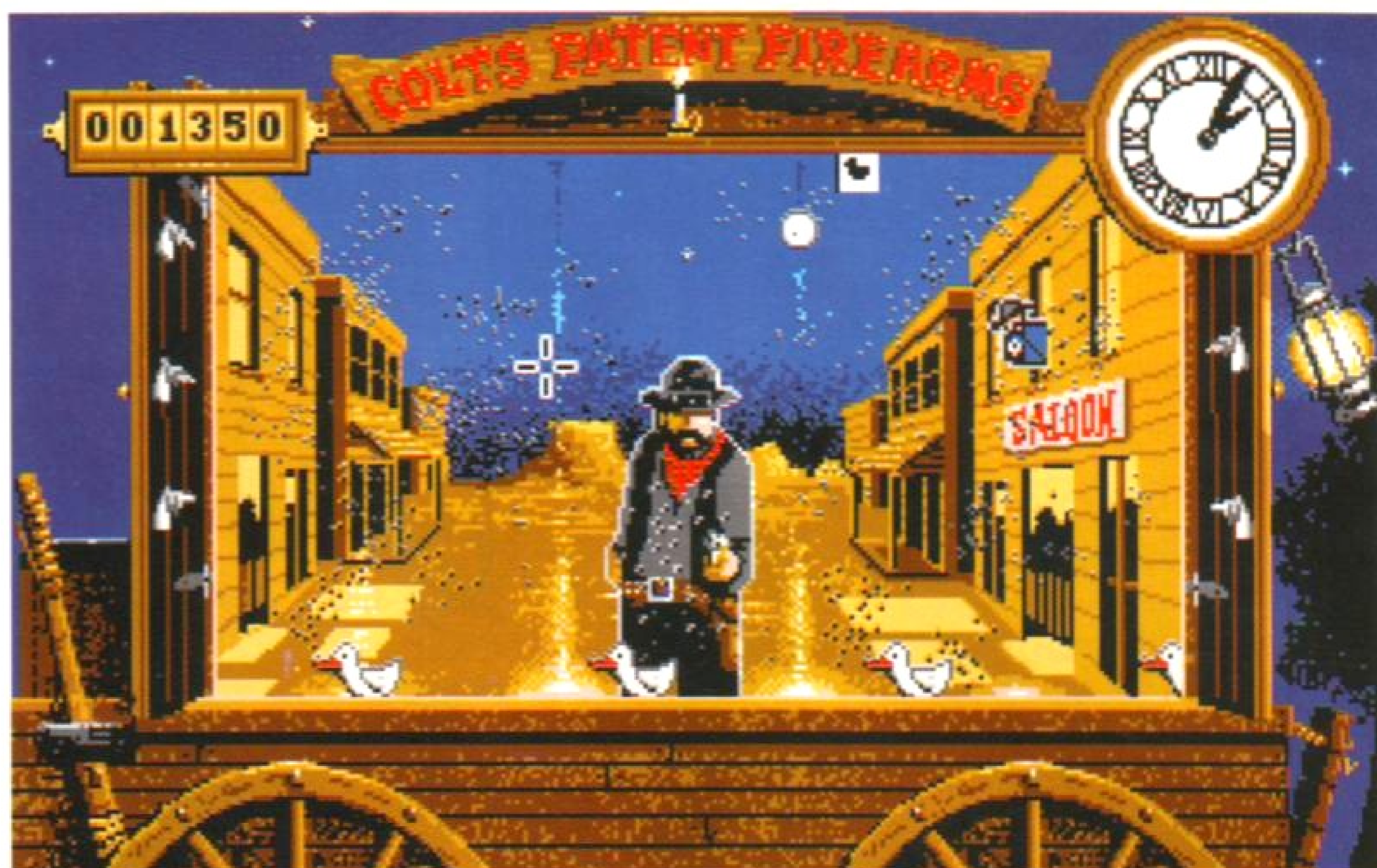


Producing games from film licences is usually a pretty dodgy area. Quite often the film doesn't yield the kind of situation that would fit a video game, but software houses can hardly afford to ignore a big film release, since simply the name itself can shift a fair number of units.

One game that tried to capitalise on a film's success was *Back to the Future*. The original movie, despite being highly successful, didn't really lend itself to any computer game concept and the game that finally appeared was a rather feeble arcade adventure that caught little of the film's great atmosphere.

Years later saw the release of a *Back to the Future II* conversion, which managed to make more of the situations found in the film, but still missed the mark somehow.

Now we have the final film of the trilogy along with its computer game counterpart. So to what extent have the programmers managed to bring the film to home computers?



One of the pivotal objects in the Back to the Future series is the town clock. Back in 1885, Marty and the Doc join in the celebrations at the clock tower opening. This section has Marty trying his skill on the shooting range. How can he concentrate on hitting the ducks when Buford Tannen keeps on popping up?

BACK TO THE

IMAGEWORKS ■ £24.99 Joystick

Car trouble

If you're unfamiliar with the films... er... well it's a bit difficult to explain, really! The story revolves around the characters of schoolboy Marty McFly and eccentric professor Doctor Emmet Brown, who has invented a time-machine based in – of all things – a De Lorean motor car. Marty manages to get himself tied up in a time-hopping adventure that sent him first of all back to the fifties, then into the future, and back to the fifties once more. Still with me? No? Well you'll just have to see the films to see precisely what's going on – it's very complicated!

The third chapter of the story begins with the Doc disappearing from 1955 leaving Marty stranded. A minute later, a letter appears from the Doc, dated 1885. He has decided to stay back in the 1880s – an era that has intrigued him for years. The letter tells Marty where to find the De Lorean, so that he can get home before destroying it. However, as the car is being dug out, Marty finds a gravestone with the Doc's name on it, dated two days after the letter! Marty decides that he must go back in time to save him from this terrible fate.



Horses, trains and automobiles

The game itself is split into four different sections:

CLARA'S RESCUE

This has you playing as the Doc as he rides his horse along, dodging gunfire, picking up dropped luggage and jumping obstacles as he tries to reach Clara Clayton before she falls over the edge of the ravine.

THE SHOOTING GALLERY

During the town party to unveil the new clock, Marty is invited by Samuel Colt to try his luck on the shooting gallery. He must blast enough targets to prove himself a worthy gunslinger and win a new Colt 45.

PIE THROWING

Buford Tannen and his gang are rather fed up of this interfering kid storming in on their territory and so try to finish him off. Marty must use stacks of Frisbee Pie trays



Oh no! The Doc sees young teacher, Clara Clayton heading out of control to the ravine!



Clara thunders closer to the edge as the Doc makes a desperate dash to rescue her.



Whew! Talk about a close shave! The Doc arrives just in the nick of time!



Marty tries to enjoy himself at the celebrations, but Buford's gang are intent on making his time a seriously miserable. Fortunately, Marty is a whiz with a flying disc and, with a plentiful supply of pie tins from the Frisbee Pie company, our time-travelling hero is more than a match for his dimwitted thug opponents.

VERDICT

- Nicely drawn and animated graphics portray each section.
- Plenty of variety to keep even those with a very short attention span interested.
- Some nice intermission scenes produced with a good sense of humour.
- An enjoyable licensed product which manages to capture the atmosphere of the film pretty well.

82%

FUTURE III



The Doc races through the town as he tries to rescue Clara before she falls into the ravine. The gun-toting villains could be a problem though!

to take them out before his metal shield is destroyed.

THE TRAIN.

To get the De Lorean to a high enough speed to get back to the future, it must be pushed along by a train. You must send Marty up to the locomotive to allow the time-jump to take place.

A Stitch in time

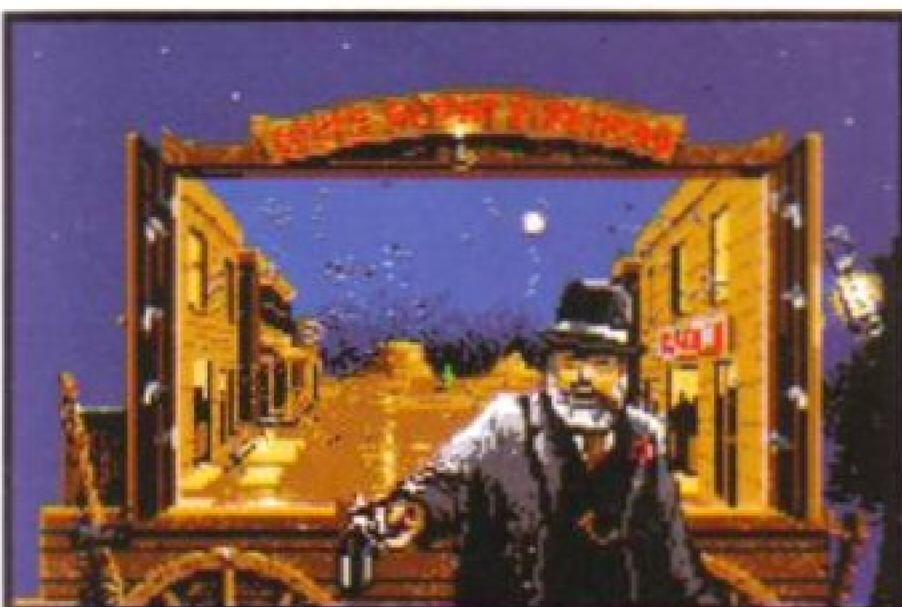
After a disappointing couple of conversions for the initial games in the series, Imageworks have managed to put together some pretty enjoyable little pieces to produce a licence which not only captures the spirit of the film, but is a fun game to boot. The in-between sections which set the scene for the current game look a little dodgy, but this is due to some serious licensing problems, which prohibit the programmers from drawing pictures that look exactly like Michael J Fox and Christopher Lloyd. Still, you can easily tell who they are supposed to be and the actual in-game graphics are nicely done. The animation and use of colour go together to make a bright and cheery looking game.

Each of the sections stands up as a little game in its own right, except that they are cut to a short enough length to make sure that the player doesn't get too bored. The only criticism is the fact that the going is a little easy once you get to grips with the controls, which means that experienced players won't find too much trouble in beating it. However, the various sections are fun, which means that even if you do finish, you can come back and play your favourite section on its own for a laugh!

This makes for a fun game which has enough variety to make it fun for a while and is worth dragging out for a quick bash even when completed. **Maff Evans**



Oh dear! It looks as though the Doc wasn't quite quick enough. Get the time-machine out and go back for another attempt.



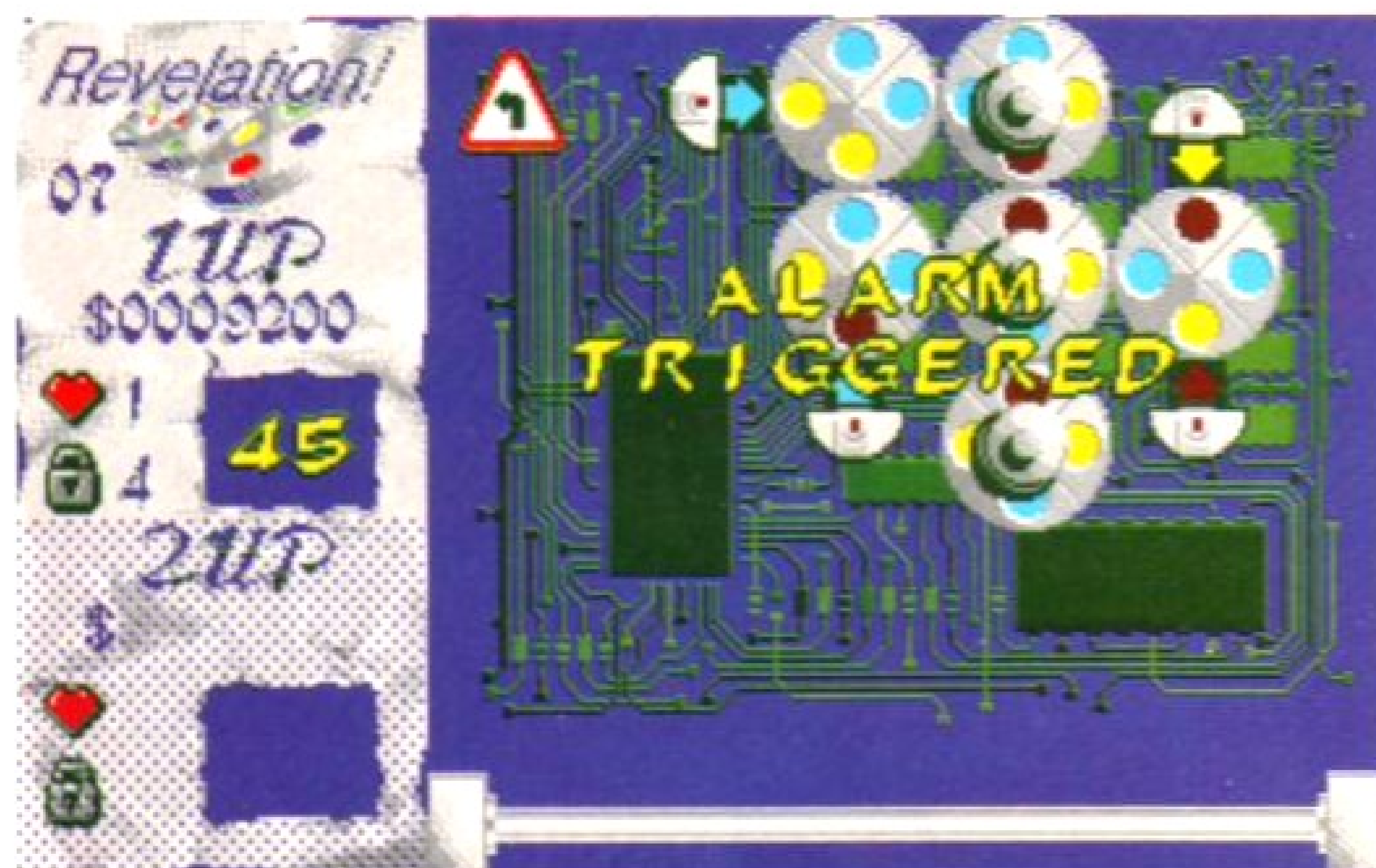
At the town party, a certain Samuel Colt gets Marty to try his luck on the shooting range.



Ah, a nice piece of pie... but wait! Who's that rather unsavoury character in the shadows?



It's Buford Tannen! He doesn't look as though he's joining in the party spirit...



When the flashing red circles meet (top right), the safe's built-in alarm system is triggered, and every rozzer within earshot comes rushing round, night stick in hand.



This screen is a lot trickier than first appearances might lead you to believe, the chain reactions on both sides of the lock can make repairing any mistakes a tortuous process.

REVELATION

Krisalis Software ■ £19.99 Joystick / Keyboard



Slippin-rippin-dang-fang-rotten-zarg-a-barg-a-ding-dong… not the kind of language you would use in front of your maiden aunt, but certainly the kind of language you'll be using within an hour of loading *Revelation*.

Being a thieving, oily, slippery crim' is not all it's cracked up to be. It's not just a case of sneaking about in a stripy T-shirt with a big black bag with 'swag' emblazoned proudly across it. Oh no, being a crim' is a lot more demanding than that. Not only do you have to contend with guard dogs, security men, and infra-red burglar alarms, but you also have to deal with your embarrassing professional status and extremely complex safe mechanisms.

These safe mechanisms are both the bane of your criminal life and the primary object of the game. Your task is to crack the safes and pocket the loot you find inside…

Smash 'n' grab

The game opens with an impressive animated sequence, where your character sneaks, in silhouette, past the window of some extremely posh-looking gaff. Both the music and the opening animation are very similar to the *Pink Panther* cartoon series that used to be on the telly.

The actual game screen is a puzzle variant, and it is rather original, not to mention initially somewhat confusing. Beautifully drawn on the screen are the tumbler wheels of a safe. Some, or perhaps only one, of these wheels will have a dial with which it can be turned. Each dial has four coloured circles on its face, and certain dials stand beside a lock, out of which a small coloured arrow points. In order to complete a screen, you must turn the dials until each arrow points at a circle of a corresponding colour.

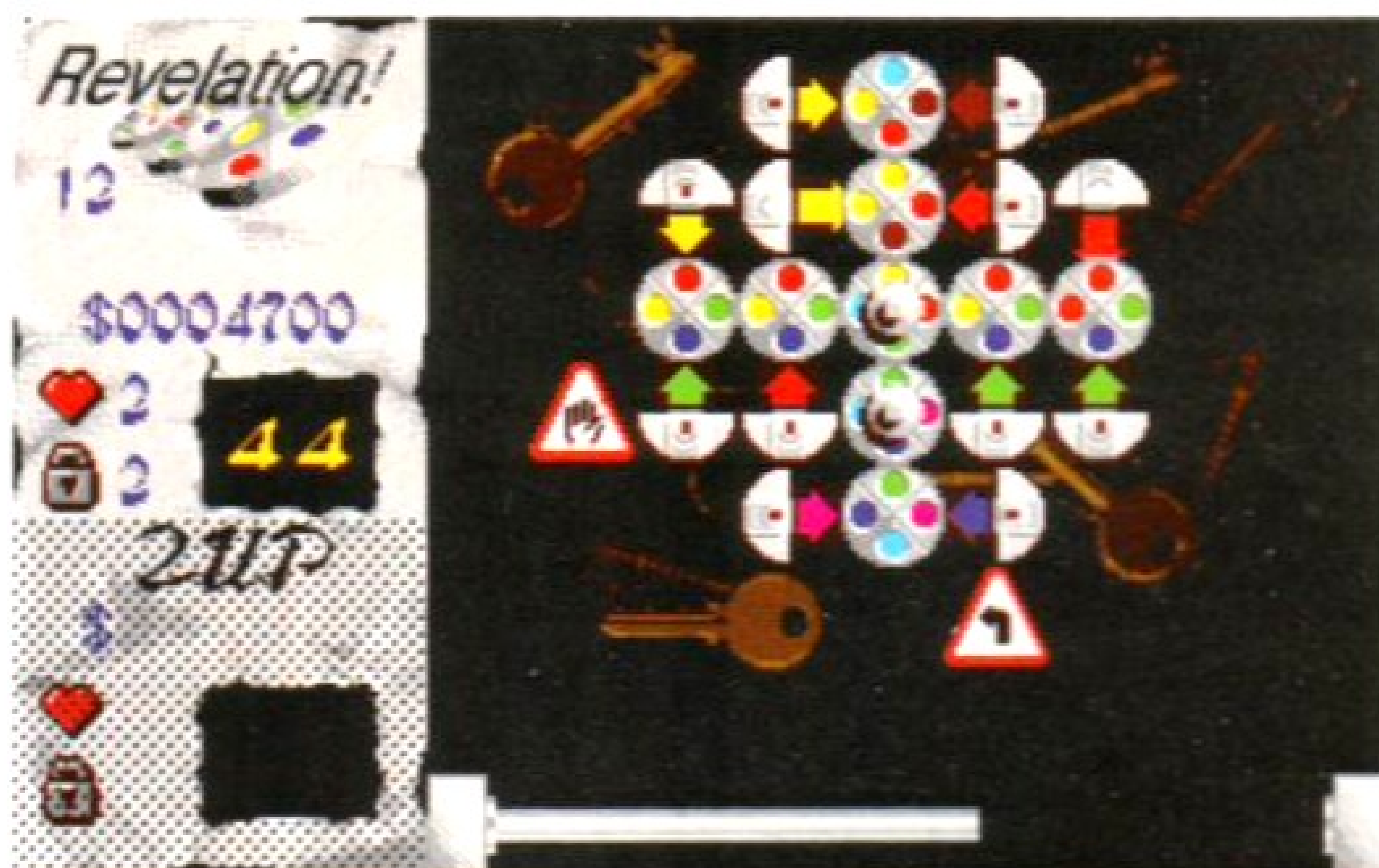
It sounds simple enough, but there is a snag. The tumbler wheels without dials cannot be turned directly, but will move 90 degrees clockwise when another wheel matches coloured circles with it. The combinations of turns that are required to complete a screen within the time limit become very complex, very quickly.

During the game, at random intervals, a small variety of bonus icons will appear. If grabbed quickly, these little power-ups will reward the lucky crim' with features like extra time, a restart option for when a screen has been messed up completely and, the most valuable of the lot, a pause, which is a lot more useful than it sounds, giving you a chance to stop and think about what to do next.

Crime does pay

If your brain is still intact after a quick read of the mind-warping instruction manual, then experimenting with the mechanics of the game soon reduces the initial confusion to a vague numb sensation in your head.

It soon becomes evident that a great deal of fun can be had and the bonus screens between levels contain loot, and additions like extra lives and padlocks (stop correctly-placed wheels turning).



Aargh! This one is a real mess, you'll probably have to use up your supply of padlocks to get anywhere near completion and remember, you can activate the alarm with one false move.

The graphics are nice, if not completely heart-stopping, and the music really suits the game, giving a real sense of urgency. In fact the tension gives this game an edge. You will find yourself jumping when you inadvertently set off the alarm or accidentally reset a near-completed screen.

Don't be put off if it sounds complex: it's not as difficult as first impressions lead you to believe and patience and persistence reveal this to be one of the better puzzle games available. So put on your special robber trousers and get thieving. ***Frank O'Connor***

VERDICT

- Confusing manual hides the simple addictive nature of the game.
- The slick sounds and attractive graphics give *Revelation* more than just the required polish.
- More than 80 levels mean that this one will take some beating.
- It's a fair cop guv, and a fair old game too.
- To complex at times.







S.W.

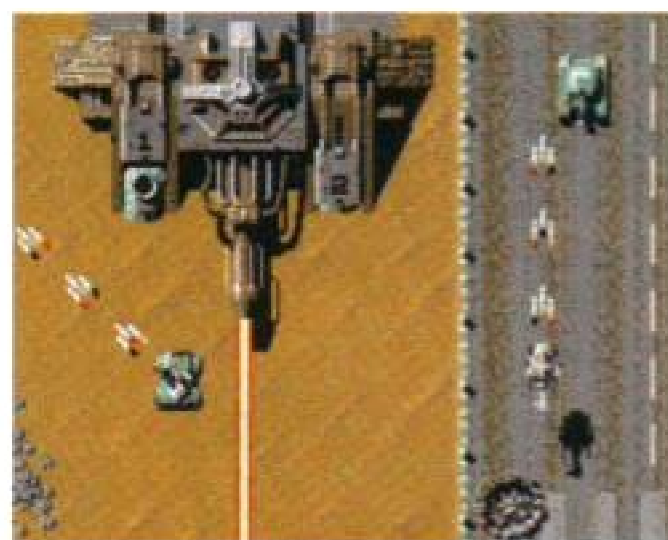
Storm ■ £24.99 Joystick

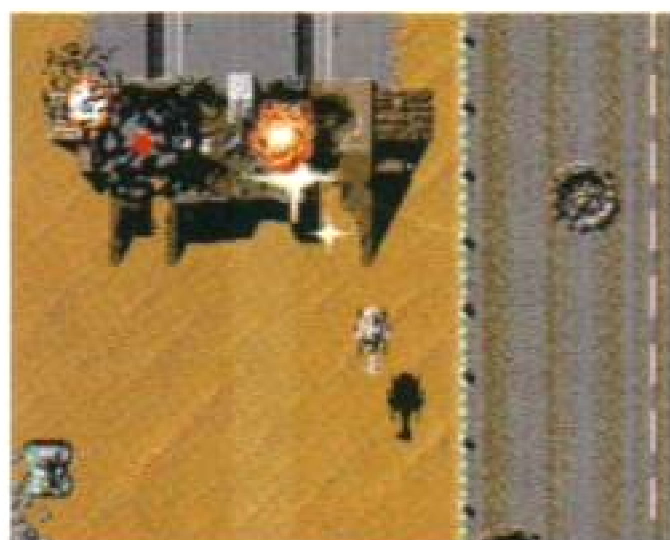
Special Weapons Interdiction Vehicle, Silkworm Four, or Silkworm is vertical. The choice of explanation for this strange acronym is entirely up to you, since the craft involved are termed as Interdiction Vehicles, the game scrolls vertically and it could well be considered the sequel to the classic shoot-em-up *Silkworm*. The precise name isn't particularly important, as the plot pretty much takes a back seat to the action.

The basic scenario places you and your partner as a search-and-destroy team. Intelligence agents have sent back information hinting of a large number of enemy troops amassing beyond the frontier. Your job is to confirm the reports, ferreting out enemy installations and blowing them away before they can launch an attack... and that's about it!

The original *Silkworm* blessed the player with a serious amount of firepower, but who in their right mind would want to play the jeep? Stuck down on the ground, trundling along at the mercy of mines and missile launchers... it's a real nightmare!

The vertically-scrolling playing-field gives both the helicopter and the jeep more room to manoeuvre, giving larger scope for enemy targets and the jeep a lot more chance of surviving. The choice of vehicles in *SWIV* is entirely down to personal taste.

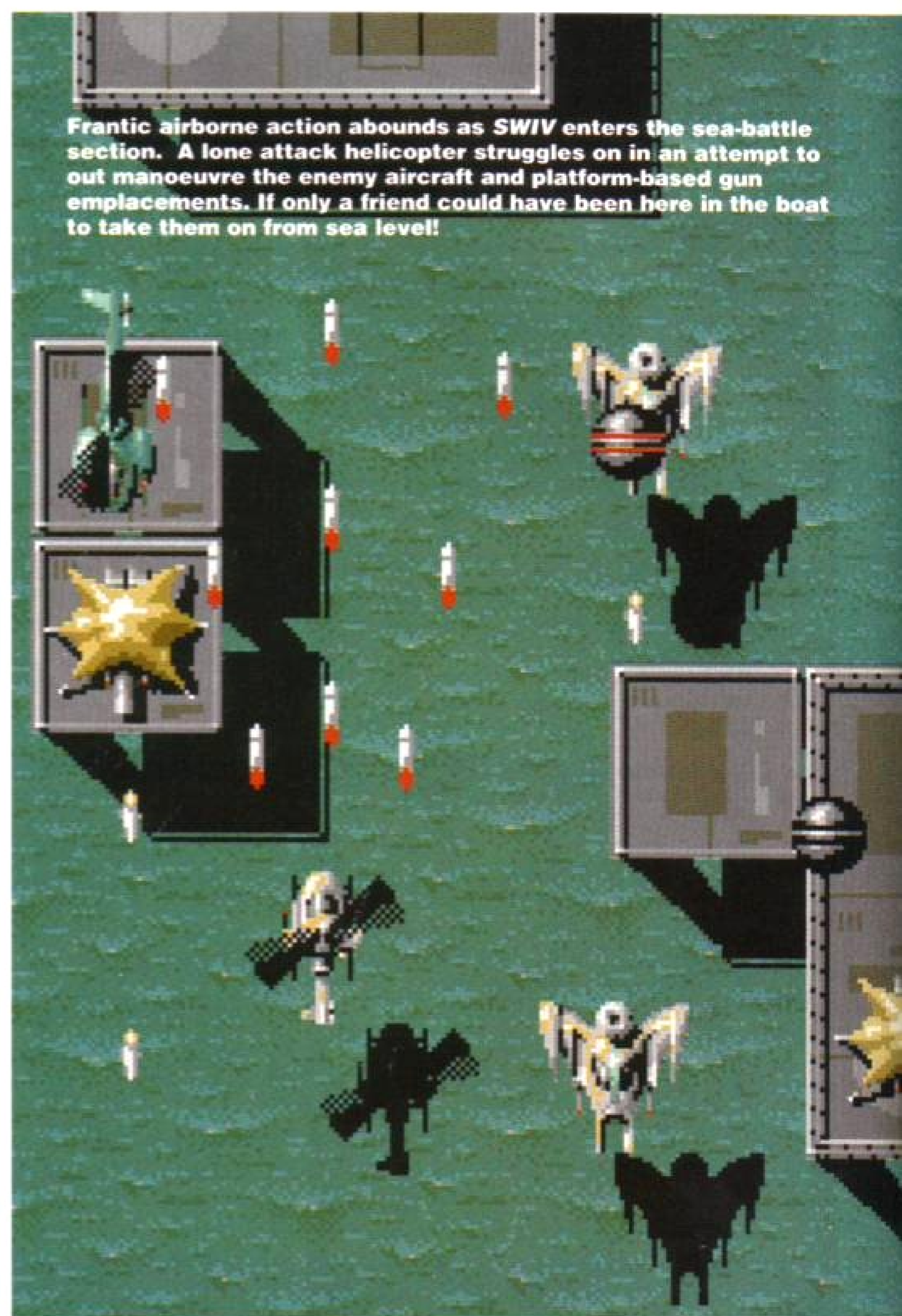




This tactical aerial photograph shows the helicopter and jeep taking out an enemy stronghold. Note the devastating laser our brave boys managed to neutralise. This frontline report from Colonel Sanders.

So Why Incline Vertically?

The game itself takes place over one, incredibly long, scrolling level, which blends from one area to another. The ghost town, the desert, the lake and Xevious Land are just a few of the areas you will come across. New areas are

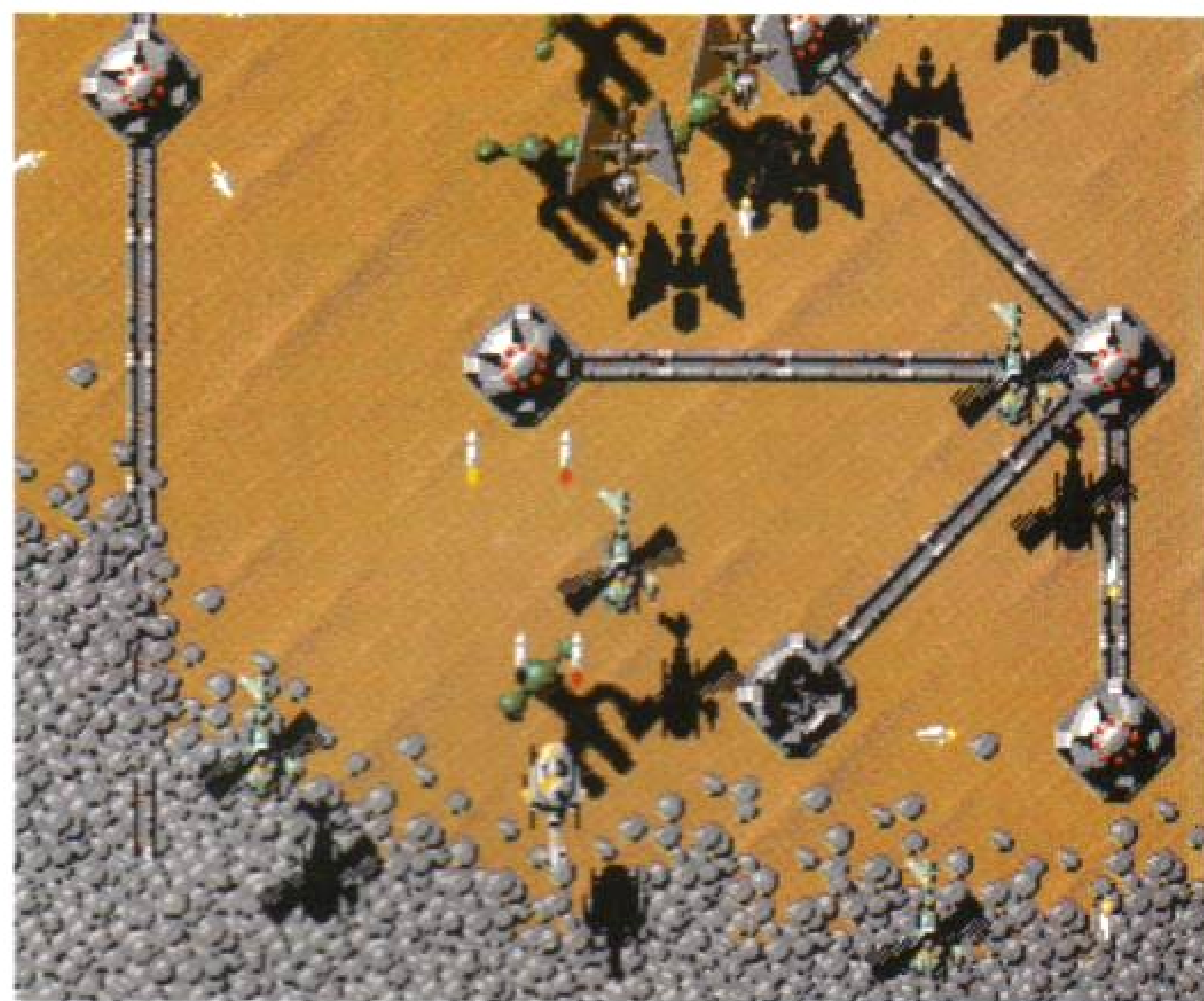


Frantic airborne action abounds as *SWIV* enters the sea-battle section. A lone attack helicopter struggles on in an attempt to out manoeuvre the enemy aircraft and platform-based gun emplacements. If only a friend could have been here in the boat to take them on from sea level!

THE HELICOPTER



This is the aerial attack component of the mission. The helicopter only fires vertically up the screen, but has the advantage of being able to move anywhere it wants to on the screen, without being hindered by obstacles on the ground. It can safely fly over tanks and ground emplacements, but collision with other aircraft is fatal.



Deep into the desert section and the dragon-winged enemy fighters provide air support to the gun turrets. Still the chopper has more than enough fire-power to turn them into a heap of junk metal!

I.V.

or Keyboard



loaded in from disk as you play, to make a single, virtually seamless mission. For one thing this means that you have to stay on your toes, since there are now inter-level breaks for you to get your breath back!

The game is broken up to a certain extent by the appearance of the odd guardian, which are fairly easy to spot, that is they're much bigger, meaner mothers than the others! Once you've destroyed it, the screen recommences scrolling.

Seriously Wild Intensely Violent

Random Access have come up with some seriously impressive coin-op conversions in the past, from *Silkworm*, through the *Ninja Warriors* to *Saint Dragon*. Despite the high quality of these products, *SWIV* must rate as the most polished so far.

The graphics are, without a doubt, arcade quality, with some superbly drawn sprites and backgrounds to portray the action. The sound too, is excellent, utilising the Amiga's sound capabilities to produce true stereo! If you move to the left the sound comes from the left speaker – move to the right and the sound shifts with you. The effect is superb!

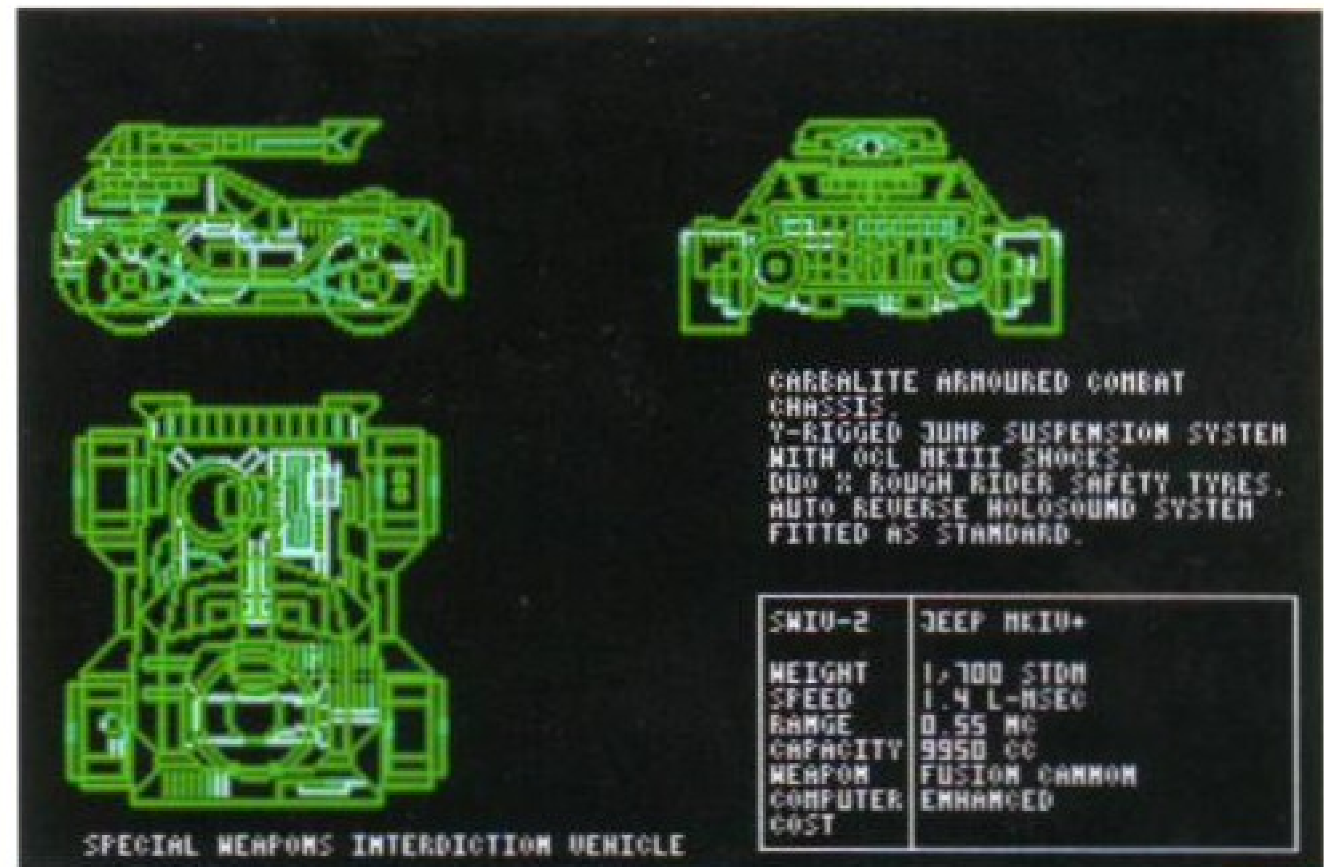
Well presented vertically-scrolling shoot-em-ups are few and far between these days, so *SWIV* comes as a glorious return to the genre. It looks good, sounds wonderful and contains some of the most frantic action yet seen in a shoot-em-up. So get it and try pumping some lead!

Maff Evans



As the attack team flies over the remains of an enemy cruiser, the enemy tries to bamboozle our heroes by releasing hidden gun turrets. Ha! They are still no match for Jeep-Man and Heli-Hero. Blast 'em!

THE JEEP



This is the ground attack weapon. Although the jeep must drive around walls, mines and other obstacles, it has the useful feature of being able to fire in any of eight directions.

A constant stream of firepower can be obtained by simply folding down the trigger. The jeep happily scurries beneath flying enemies, but it's killed by collision with ground-based troops.

POWER EXTREME!

If you destroy a hefty Goosecopter, four icons will appear, which effect your firepower:



SPREAD SHOT – sends your shots out in a fan pattern up to five shots wide.



PRECISION CANNON – concentrates all your firepower in one direction.



SHOT ENHANCER – speeds up your rate of fire and allows you to keep more powerful shots when killed.



BONUS – boosts your score and renders you invulnerable for a few seconds.



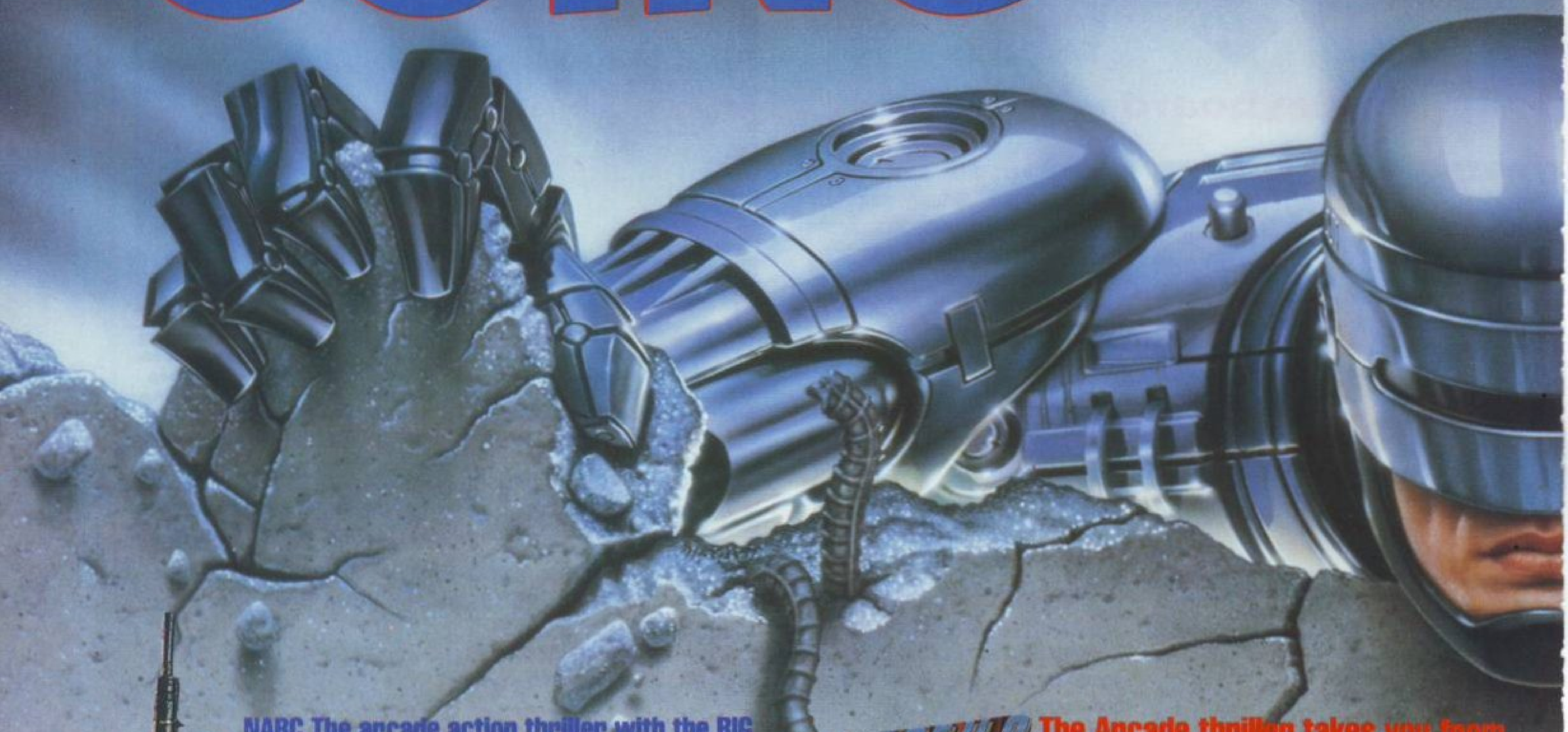
The vicious Goosecopter! Once you see this beast beginning to form it's time for you to let rip!

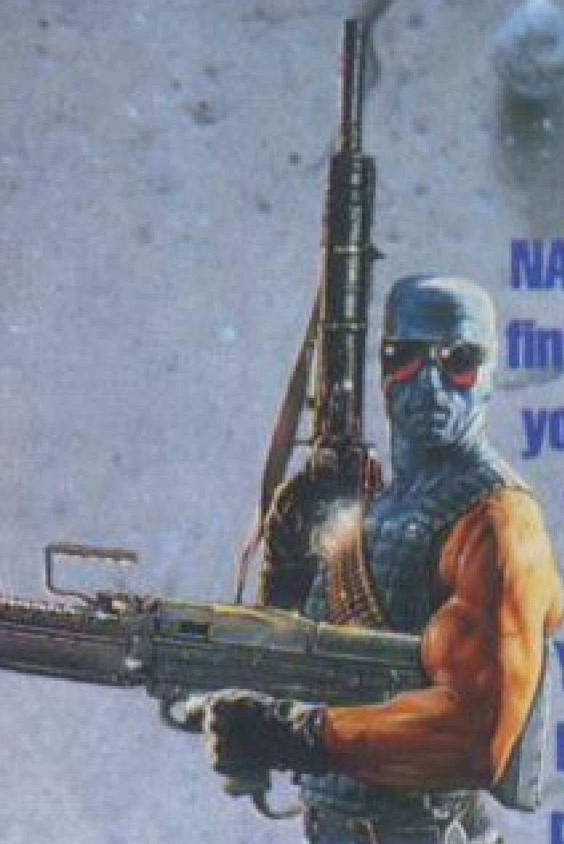
VERDICT

- **Incredibly drawn graphics with a wonderful military feel.**
- **Superb stereo sound creates an amazing atmosphere.**
- **Both helicopter and jeep have superb controls and a blistering display of fire-power.**
- **Simultaneous two-player really sets the fur flying!**
- **The most frantic shoot-em-up about for quite some time.**



GOING OV





NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.
The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

FOR THE BEST IN S







AVAILABLE FOR YOUR : SPECTRUM . AMSTRAD
COMMODORE . AMIGA . ATARI ST

ER THE TOP



TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -

You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly-executed graphics and a game play that compliments the success of the year's top movie.



EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!

ROBOCOP 2

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together!

HE'S BACK... TO PROTECT THE INNOCENT

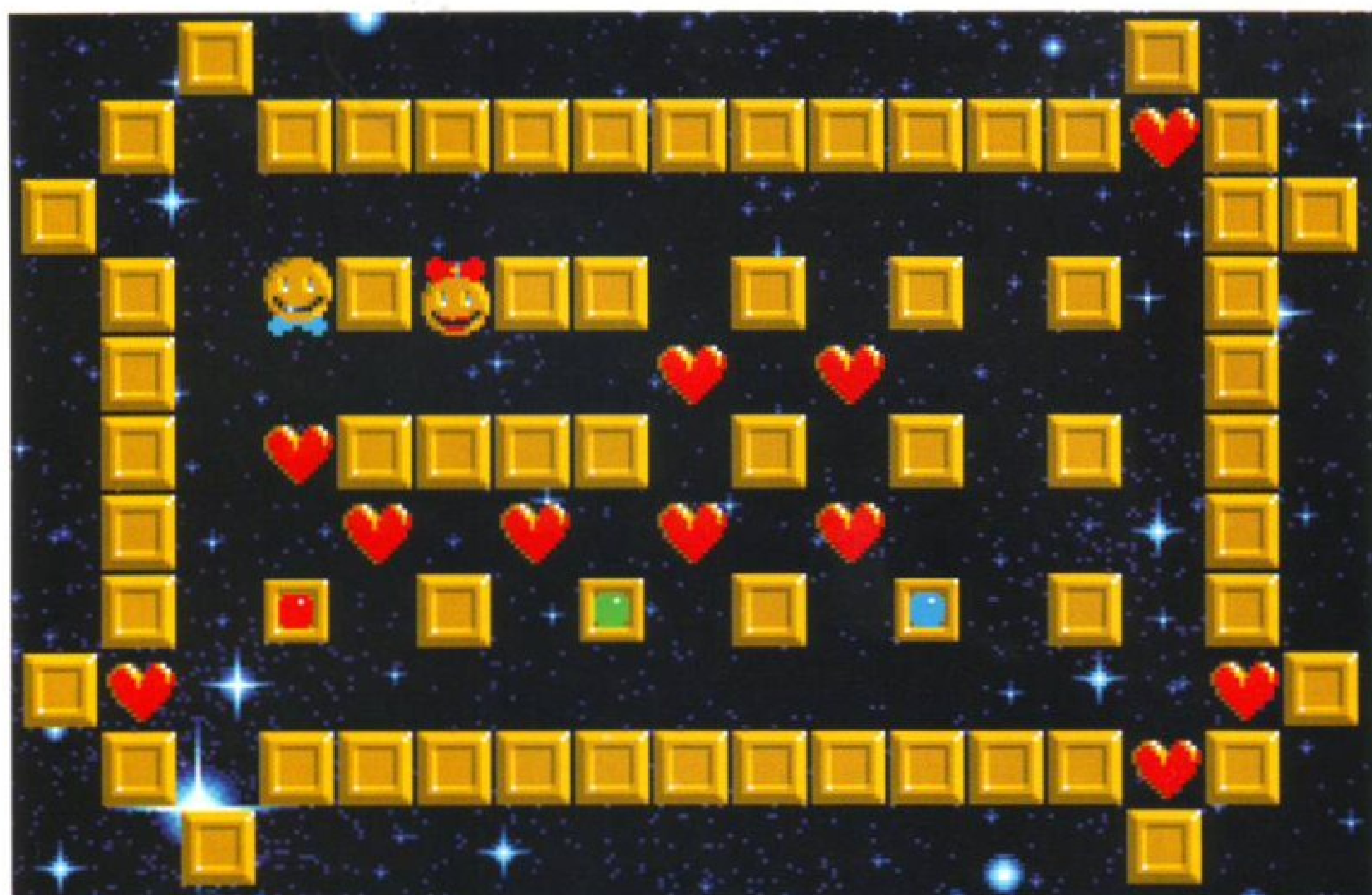
OFTWARE ACTION







OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER, M2 5NS.
TEL: 061 832 6633. FAX: 061 834 0650


Max (the little chap on the left) is on a quest to rescue his girlfriend Mini (the one on the right). But can he find his way around the screen to break all the hearts first? Send him bouncing around yourself to find out.

THE POWER

DEMONWARE ■ £24.99 Joystick, mouse or keyboard

Talk about tenuous game links! Demonware's last offering was *Ooops Up!* which was built around Snap's hit of last year. For their latest game, they have taken the band's first single and created a puzzle game about 'the power of love'. Well if it gets the game a decent soundtrack who are we to complain?

Will you break my heart again?

The game pits you as Max, a blobby little hero who must make his way through maze-like levels to rescue his girlfriend Mini.

This is more difficult than it sounds, since Max isn't too bright and has trouble finding his way around. Once you set him walking he continues in that direction until he hits an obstacle. Fortunately, there is a set of blocks which can be moved around in the same way as the hero to form barriers. Care must be taken when moving the blocks however because certain colour combinations cause blocks to disappear.

You must set up the blocks to allow Max to pick up all the hearts, then guide him to Mini before the time counts to zero.

The game can be played in a number of different ways:

ARCADE: This is where one or two players take turns to complete each level. The level is displayed at full size, with you having to scroll the screen to view the whole of the labyrinth.

TACTIC: This is basically the same as Arcade Mode, except the whole level is displayed on screen, so you don't need to scroll around.

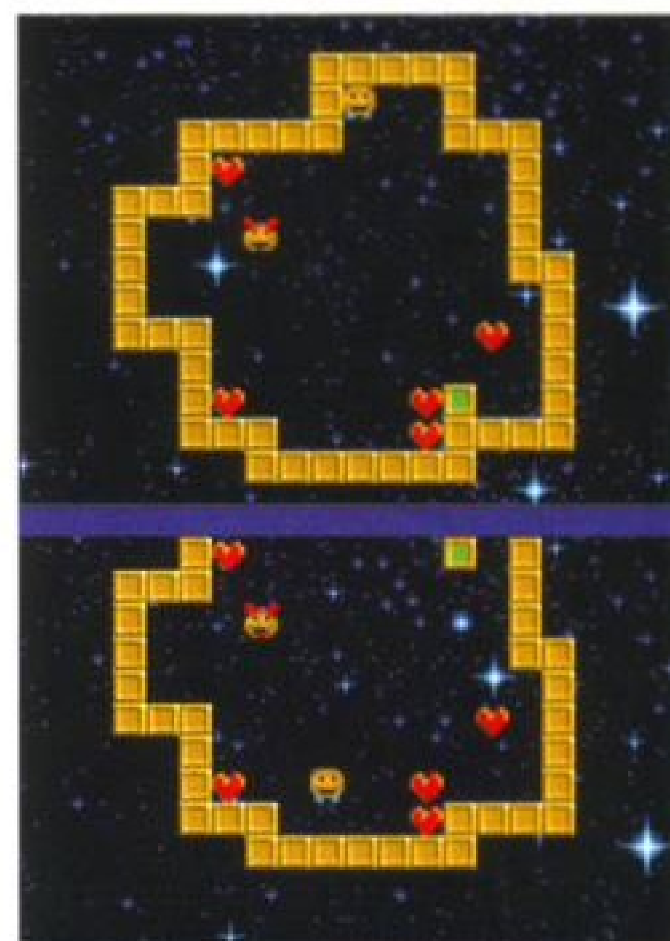
KNOCKOUT: This is where two players battle head-to-head on a split screen display. The first to complete a screen is the winner of that stage.

It's getting kinda hectic

The going starts off pretty sedately, but it soon gets a lot more difficult. Before long, the mazes get bigger and more complicated, requiring you to think pretty feverishly to solve the puzzle before the ever-so-quick timer runs out. Some of the levels will have you tearing your hair out with frustration, but the game is fun enough and has a wonderful cute quality to keep you trying.

With over 100 of the devious little blighters, it will be quite a while before you complete the game, but even if you do there is a level editor which enables you to create a whole new set of puzzles to pass between your friends.

The control method has been seen in a few games before, but the general approach and feel is different enough to allow *The Power* to be seen as an original enough puzzle game. Couple this with a serious addictiveness and *The Power* is enough to keep puzzle fans happy through the cold evenings. ***Maff Evans***


Playing in the head-to-head section and player one seems to be streaking away in the lead!

MOVING COLOURS

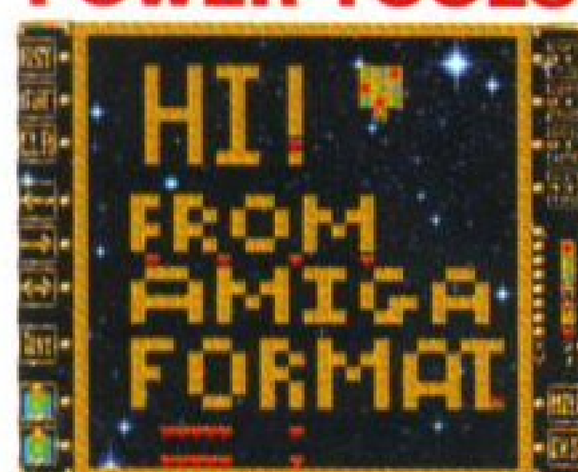
One thing that has to be mastered in The Power is the interrelation of the coloured blocks. They are essential in enabling Max to reach certain areas of the levels, but when they hit each other in a certain order, some blocks are destroyed:

RED destroys GREEN – GREEN destroys BLUE – BLUE destroys RED.



The diagram shown above shows the order in which destruction occurs.

POWER TOOLS



One of the most limiting factors in any puzzle game is the number of levels included. To get over this problem, Demonware have included a level editor for you to construct your own puzzles. You can use all the elements found in the game to build screens and you can make them as easy or difficult as you want – it all depends on how much of a git you want to be to your mates!

VERDICT

- **Extremely cute graphics portray the action.**
- **Strange control method is fiddly at first, but soon become easy to handle.**
- **Masses of levels to complete and the inclusion of an editor allows you to create your own.**
- **Well programmed 'remix' of The Power captures the feel of the Snap single.**
- **A fun 'n' cuddly puzzle game which has an appeal of its own.**



CORPS! WHAT A WAR!

'Nam was divided into four, for supposed easier control of troop movements and tactics. The four areas were called Corps (I – IV) and each had its own special features.



I Corps (pronounced 'eye core') was the US marines main stomping ground. Having landed at Da Nang in 1965 they continued to control the area until the final withdraw. Two of the most famous battles were fought here, Khe Sahn and Hue.



II Corps (not pronounced 'eye, eye, core') was the land of the First Air Cav until 1968. They were the first ever helicopter attack force and were immortalised in *Apocalypse Now* and gave chopper formations a bad name forevermore.



IV Corps looked the easiest to defend with III Corps guarding its northern border and only the Cambodian border open. Unfortunately it was also the far end of the Ho Chi Minh trail, the main transport route for VC and NVA forces.



III Corps was the land of Oz. It was here that the Australian forces fought initially, as did large numbers of the other Free World Forces, mainly Thai and Korean troops. The Thais were quickly moved to II Corps and the fearsome Koreans filled the wholes left by the quickly wilting Vietnamese forces.

I am not going to lose Vietnam. I am not going to be the President who saw South East Asia go the way of China. These were the words President Lyndon B Johnson used to launch the official US Military campaign in Vietnam. The Western world has relived that nightmare war ever since by way of film, literature and even current political rhetoric. Now *'Nam* gives you the chance to stop SE Asia slipping into the communist morass foretold in the infamous 'Domino Theory'; both on the battlefield and at the ballot box.

The tiger's back

'Nam is a political war-game, with the battles fought at brigade level over a four-screen map. While the war rages, you, as an elected leader, must ensure the voters support your decisions and return you for 'four more years' at the White House. Every war decision is the President's to make, from military expenditure to overall aims. 'Once on the tiger's back' though, you are solely responsible for remaining in the saddle or even dismounting as the ferocity grows?

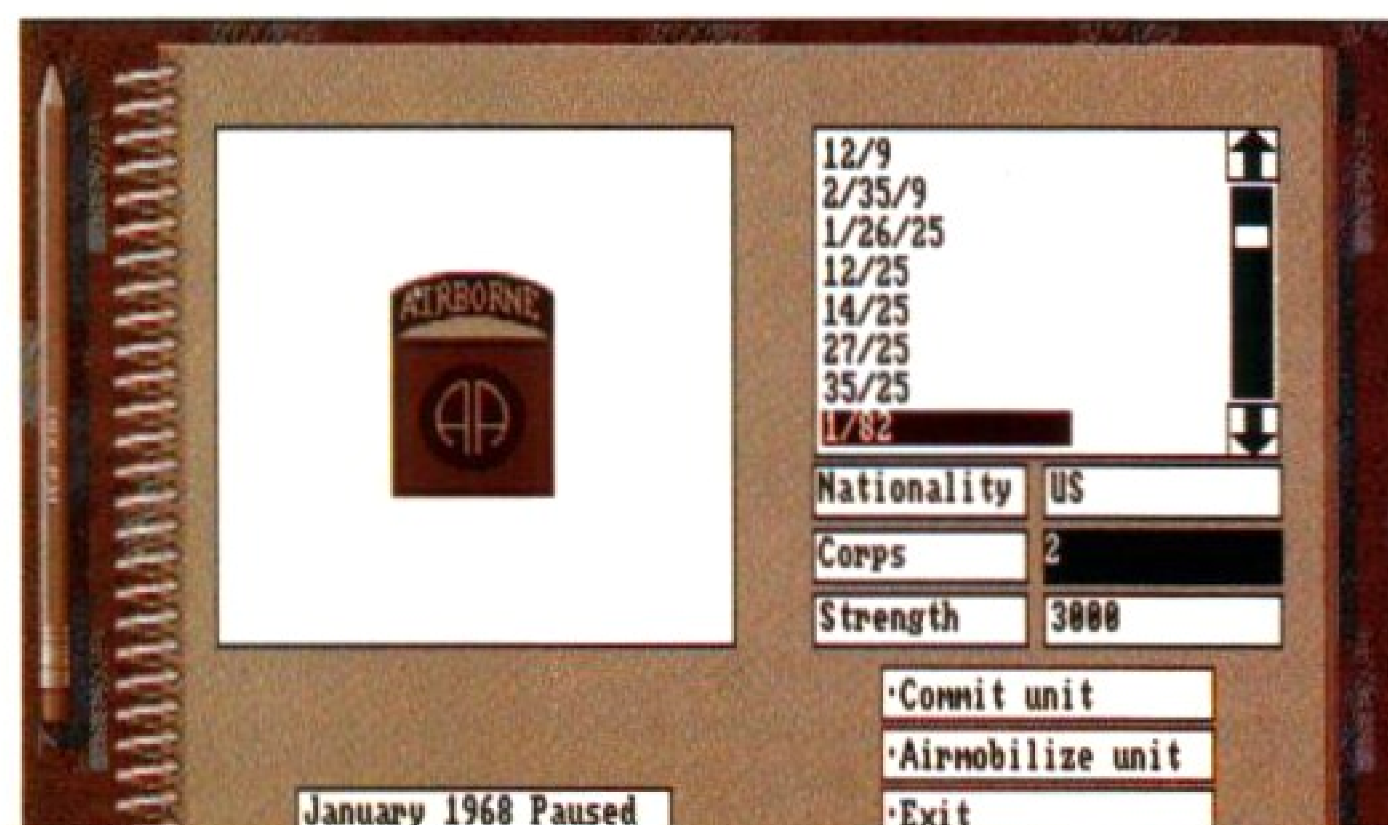
The game is played via political documents or on maps of 'Nam. Troop movements are clicked onto the map, while numbers are typed in to allocate cash to the Vietnamese government. The game ticks forward day by day, at one of three speeds, through the year. You have to survive at ten years with moderate public support, and with a chance of giving orders every day, it becomes obvious the President has a vast amount of decisions to take before the nightmare ends.

Alamo simulator

'Nam's political section presupposes that the war is the voter's primary concern. Working on the



Who do you trust? The PR man only wants to make you look good to the public while the General wants to kill people in large numbers. As time passes their advice begins to polarise, forcing you to decide.



To commit troops all you need to do is highlight them. Each unit defaults to its historically accurate setting, but should you send them elsewhere? Well, they didn't do too well last time, did they?

'NAM

DOMARK ■ £24.95 Mouse and keyboard

principal that troop commitment is unpopular and withdrawal popular, your Presidency faces a 'no win' scenario right from the off. As Pres' you must balance military needs against poll standings, a pertinent factor as elections draw close. Each political decision has a definite, although not always obvious reaction. Advising you is a PR executive who wants to hike your poll ratings up and a Military advisor who is forever screaming for more fire-power. All factors that led LBJ to announce, "Vietnam is like the Alamo".

Spooky understands!

Tables and charts of kill ratios are at your disposal, reflecting the prosecution of the war. Clicking through a Presidential ledger you can allot cash and troops to various parties, corps and causes. The war's profile can be altered too, as you choose to enlist reserves, define the nature of aerial support and the amount of US aid grants.

'Nam is a military simulator first and foremost though. Any troops sent for a tour need guidance to be effective. It is here that *'Nam* changes from an aloof political sim to a strategic military war-game. Vietnam, as we have been continually reminded by Hollywood, was no ordinary war. The standard US strategies simply didn't work against a ghostly guerrilla force that refused to stand up and fight. It's essential to have an overall plan that takes account of the Viet Cong's peculiar way of fighting, or, the result will be stunningly similar to the real thing. "It was startling to find out that we had no military plan to win the war" – Clark Clifford US Secretary of Defence, 1968.

The four administrative corps that constituted 'Nam are used as the nominal divisions for the war map. Each unit has a 'square' of influence which represents the areas they patrol and will fight to protect. When they overlap with any VC or NVA (North Vietnamese Army) units there are skirmishes. As the war hots up, morale and numbers are affected as casualties rise. Long-term hostilities will weaken a units effectiveness and must be continually monitored.

Moron

Even while concentrating upon the land war, it pays to continually check the Presidential desk for the newspaper reports. They provide early warning of public disquiet and rumours of new VC offensives. The reports can force a change of policy, just when you've started to cope. Beware though, such policy changes can turn the US military machine into "a moron wandering through a foreign land." – Tim O'Brien, GI and author.

'Nam scores quickly, even after a short period of play, it becomes apparent the war was a complex puzzle. Ad hoc tactics will not suffice, an overall strategy is needed and the manual readily supplies different theories. The parameters which can be altered to affect your initial powers are limited but the differences in response to apparently similar levels of troop or financial allocation are profound.

'Nam has massive initial appeal because it is a historical period to which we have been heavily exposed. Vietnam was the first TV war, but *'Nam* is not the first computer war and for this reason it has to be more than a war-game. The introduction of political influences does give the game a special flavour, especially if you choose to play one of the pre-set scenarios.

'Nam hits you with accuracy first and depth second. Vietnam is a stupidly shaped country and as such nigh on impossible to defend in a traditional fashion. *'Nam* is educational, not just on a violence front, but on the style and range of decisions that Presidents have to, or have the power to, make. Ironically the accuracy of the simulation makes the game difficult to win and the game easily degrades into a series of excessive experiments. Who ever said art doesn't imitate life! ***Trenton Webb***

BOMB MANOEUVRES



To move troops you simply select them by clicking on their icon and then clicking on their desired destination. A black 'order line' is then drawn along that route. However, moving proves to be one of the literal stumbling blocks for US forces. Depending upon your resources some can be made airmobile and go 'hair-assing around 'Nam', most though have to walk, which takes real time. As each day clicks past the destinations often lose tactical importance and constant modifications are needed.

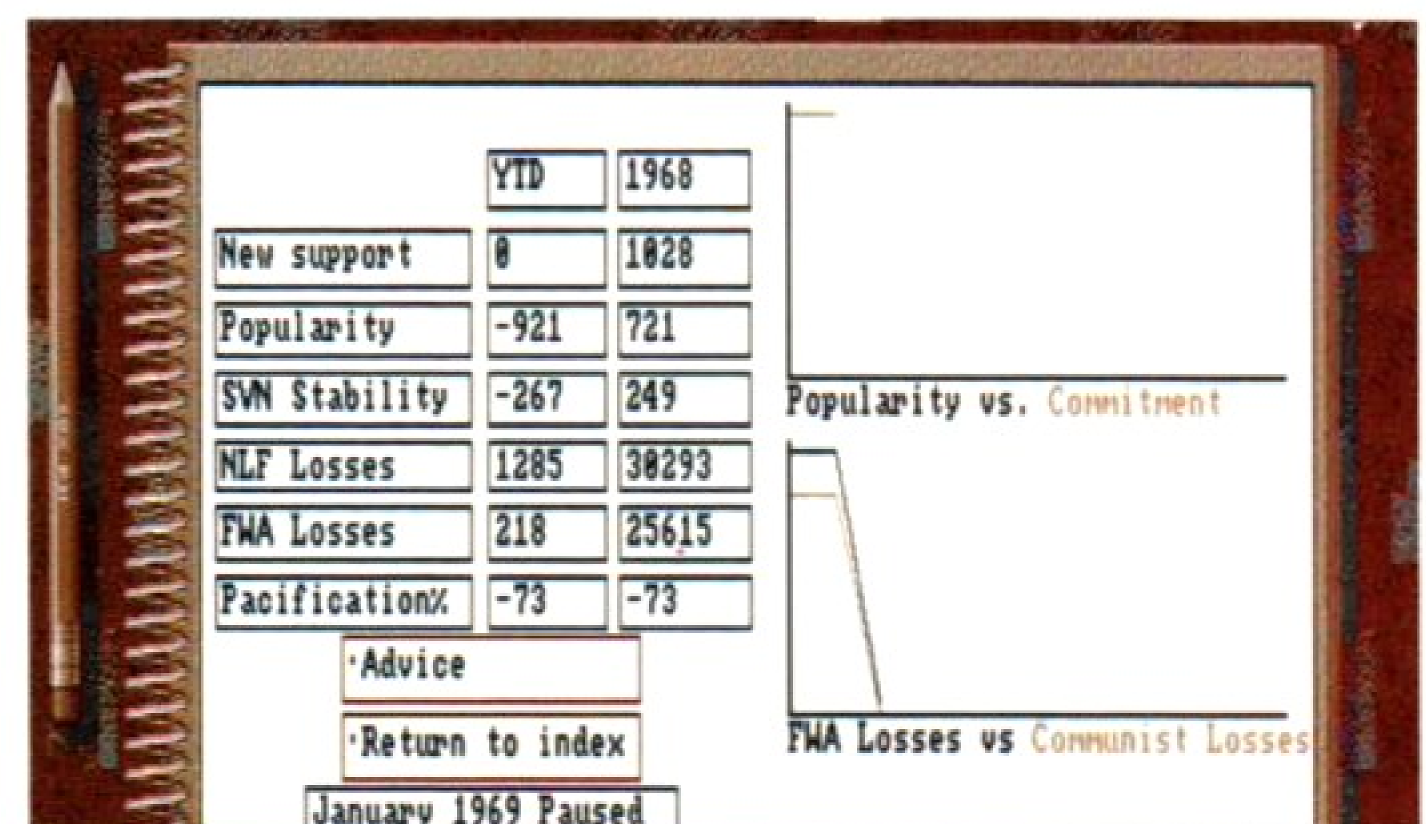
VERDICT

- **Incredibly difficult to win, or even do well!**
- **No difficulty variants.**
- **Inventive use of still graphics on the political screens.**
- **Political problems add spice to a good strategic war-game.**

88%



After sending the troops to 'Nam you must tell them where exactly to fight. Movement and morale are the prime considerations, but in a tough spot everybody has to be committed just to stop a route!



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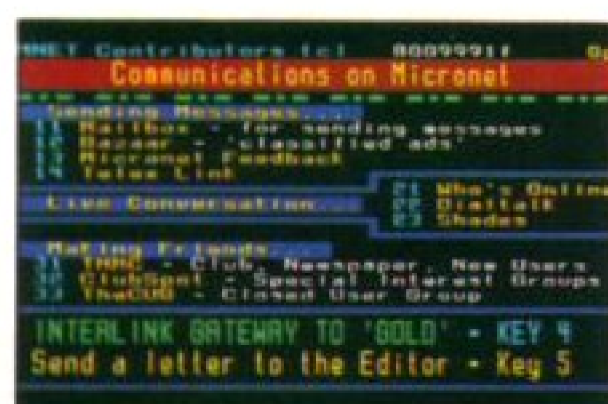
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HARD DRIVIN' II

Domark ■ £24.99 Mouse

The original conversion of *Hard Drivin'* met with a less than favourable response. After being initially impressed with its speed, the final version proved to be a great deal slower and laden with bugs.

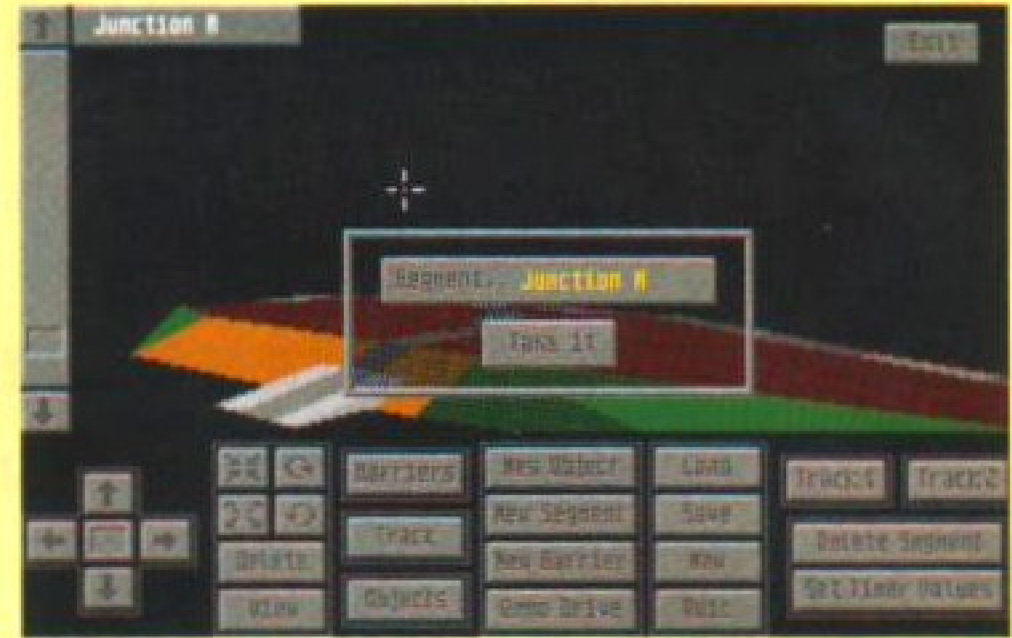
The sequel is basically the same game, except that a few refinements have been made to the package. To begin with, a few of the bugs have been ironed out, for example the cars react to the background properly instead of appearing and disappearing in the wrong places.

Drive blind

If you have not seen the original *Hard Drivin'*, the game itself places you in control of a rather super, shiny, red sports car driving around a circuit.

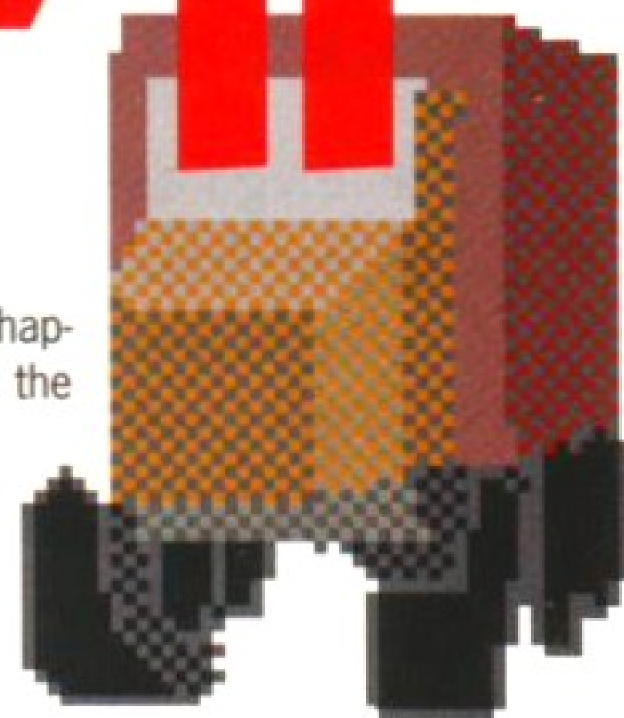
WORKING ON THE HARD-TOP





One of the main additions of *Hard Drivin' II* is the track editor. Here you can use a set of track segments and building blocks to build your own circuit. You can choose to edit one of the tracks on the disk or create one from scratch. The track is built up from various segments which must be fitted together to form a closed loop and a separate, alternate route. Once you have created the circuit, you can embelish it by placing signs around the outside as well as houses, shops and fields. When you have finished designing, a drive-around demo is played, so you can change anything you're not happy with.





Care must be taken on either track, since if you come off the road, a 10 second countdown begins. If the time runs out then it's adios amigos! Crashes are also heavily penalised and to make matters worse, a camera-view replay of your disaster is replayed.

Ringing the changes

The original game was plagued with more than its share of problems. The dodgy control, glitchy graphics and unusual 'features' unsurprisingly put quite a few people off the game. The sequel has managed to iron out some of the wrinkles, but there are still a few odd quirks.

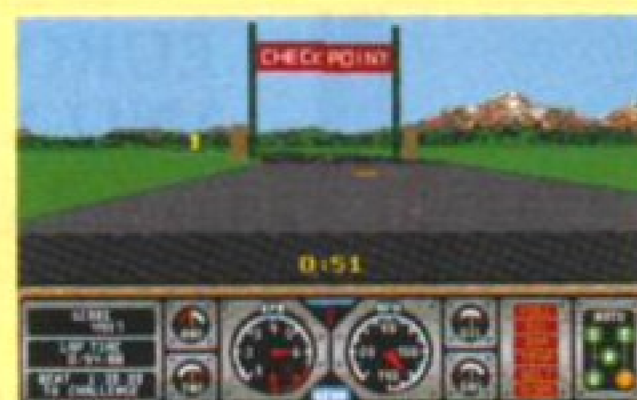
Steering around the loop is pretty dodgy, tending to fly off the left-hand side even when the wheel is jammed hard to the right. The delay in starting after a crash is annoying – especially as the clock still ticks down!

One indication of some of the rough edges is the fact that instead of jumping back to the menu when you hit escape, the game dumps back out to the CLI. Not very polished, to say the least!

Still, if you're a fan of the coin-op, then this version gets closer than it's predecessor and the track editor – despite being very fiddly to use – is a decent addition. However, the game still falls far short of its potential. Let's wait and see what happens with the *Hard Racin'* conversion – maybe that one will hit the mark.

Mafff Evans

THE SPEED AND STUNT TRACKS



The Speed Track is the main part of the circuit. All that you are required to do is simply whiz around the track as fast as you can while avoiding smashing into the drone cars. If you manage to reach the finish in record time you can enter a challenge race against the Phantom Photon.



The Stunt Track is where the real Hard Drivin' takes place, and is where the challenge race is set. As well as the usual hazard of twisting bends and drone cars, you must overcome a series of obstacles, including open bridges, jumps, ramps and an almighty loop.



Pulling up behind a drone car at the finish post. Looks like our hot-wheeled driver has managed to get himself into the big challenge race!



Uh-oh! The car has veered off the road towards the barn and that poor, unfortunate cow! Oh, well... anyone fancy a steak for dinner?

VERDICT

- **The game is basically the same as the original, with a few bugs removed.**
- **The ability to be able to link two machines and drive head-to-head is a nice one.**
- **The track editor boosts the value, but it is not the easiest thing in the world to try get to grips with.**
- **There are still a few glitches in there!**
- **An adequate conversion which is a little more advanced than the last version – but not by too many miles.**



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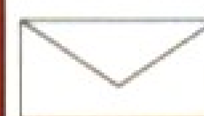
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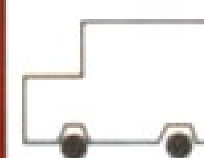
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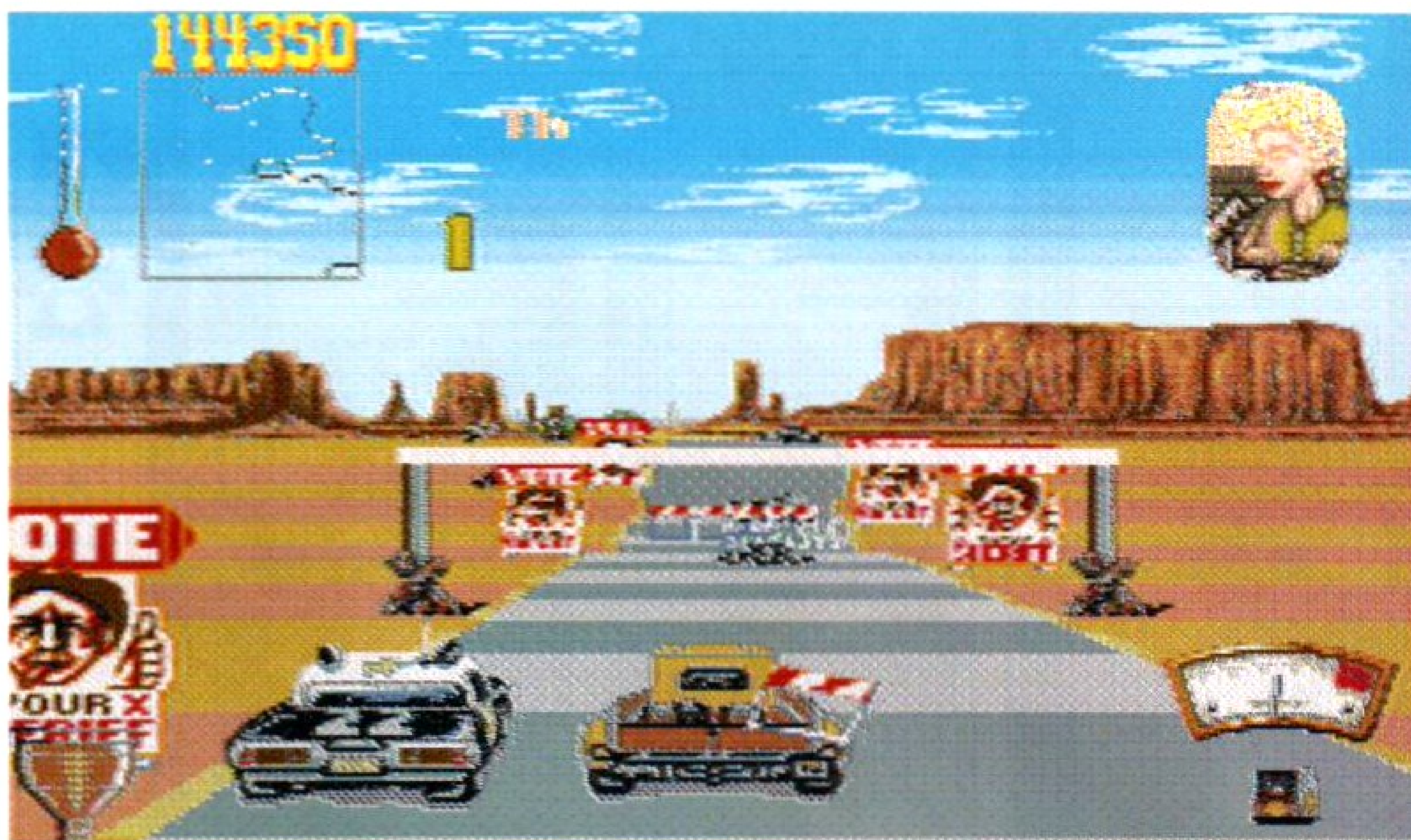
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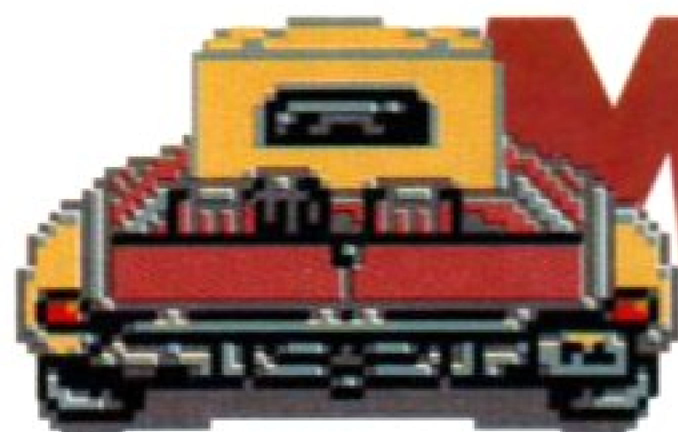
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ular, *Moonshine Racers* – an everyday tale of hooch-running folk and their never-ending battle against the evil customs men. You've played the demo, hummed the tune; but what is it like as a fully-fledged, foot-to-floor, game?

Moonshine Racers is a road-race epic where, for a change, you play the villain – in a heroic Robin Hood sort of way. You have to haul a load of 'shine to the next county, but, in your way stand West Virginia's finest (or at least fattest) lawmen. Driving a beaten, but souped-up jalopy you have to negotiate the maze of tracks and country roads to avoid the police. They however, like a demented *Chase HQ* crew, will try to ram you off the road, eventually damaging the truck so badly it has to stop.



The police are in hot pursuit of the Moonshine Racers. They have one more trick up their sleeve a 'distilled 'shine turbo. To use it slap the space-bar, this pours neat liquor into the engine which helps combustion considerably. The problem is that this uses up the commodity you're trying to smuggle and leaves you less to sell at the other end of the run. Still anything is better than going to prison, forever and ever and ever.



MOONSHINE

Millennium ■ £24.99 joystick

The point of the exercise is deliverance, of the 'shine kind not Burt Reynolds! Firstly, your aim is to avoid being caught. Secondly, you must make the trip without spilling too much hooch so as to maximise your profit before the truck becomes so undriveably damaged, and time runs out. Finally, the aim is to reach the end of each stage first. You're racing against fellow 'shiners here who are, practised in the art of cutting corners, so the competition is tough.


This is the nearest the Hillbilly folks come to Halfords. Here you can buy all kinds of speedy extras to spruce up the truck.


In the heat of the early afternoon, the Rod Steiger clone sits ready to trap the moonshine runners. In the opening scene they steam off in hot pursuit as you steam by. The smuggler's fate is in your hands now.

Jalopys R Us

Moonshine Racers uses this different plot well, creating an original theme and structure for the game. Car based romps have gone to some ridiculous extremes to involve the most powerful scarlet motors around. *Moonshine* however, takes the opposite tack, by making the main star a beaten old jalopy. The music supports this with 'duelin' banjo style music.

The appeal of race games comes as much from the speed as from the theme. *Moonshine* lets you hack through the back roads at a fair, but not stunning, speed. The two lane blacktop's habit of ducking, diving, bobbing and weaving, somewhat makes up for this, but it is the highway obstacles that make the real difference. Each has a specific effect, which must be either used or dodged. Barrels of 'shine can be collected to top up your bounty, but the road blocks must be avoided or the law will immediately attach themselves to

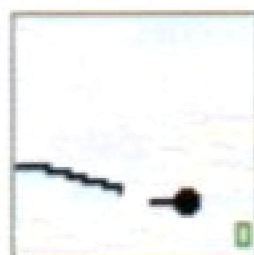
SHINE ON HARVEST MOON


Fat Sam the Sheriff. One mean hombre.

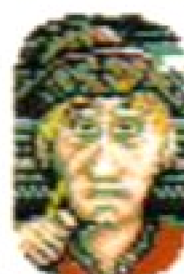

Engine temperature gauge. When it tops out you stop.


Your trusty shine mobile.

Speedo, use it to judge the gears.


A handy map, shows how far until the finish.


The Larch.


Your faithful co-driver, Bob.


Gear select /display.


'Shine left on board. Turbo it, sell it or drink it?



The other 'shine runners are hot on the trail of first place. You have to beat them as well as the police if you are to make maximum profits from the illegal hooch haul. There's along way to go though,the finish line isn't even on the map yet, so you've plenty of time to catch up.



Made it! Even the law can't touch you now (for some reason). Time to sell or swig the contraband in celebration of another successful run.

your back fender. Others start to erode the cars performance, while roadworks provide handy ramps that can be used to get airborne in *Dukes of Hazzard* style.

The Beer Hunters

The split motives help to add tension, as you are trying to

RACERS

constantly balance four very different sets of conditions. Only if you finish first, with an undamaged motor and a truck load of booze will you gather enough cash to boost the car at the local shop. And if you don't uprate the car you ain't going to finish first on the next stage. To this end you're given an almost unlimited turbo boost. If you're behind just pour some moonshine into the tank and you crank up the revs. The problem is that the more you pour into the engine, the less there is to sell at the other end of the course!

Moonshine combines all the various elements of a standard race game, plus a whole bag more, but it never makes the classic grade. For all the extras the car never gets stunningly fast.

The theme is amusing, and has been used well by the designer, but it doesn't exactly scream "play me". However, this can't stop *Moonshine* (the game not the drink) being fun. It's full of character and is reasonably frantic, employing new motives to get you hacking through the backroads of backwoods America. Drawing on the cultural myth of moonshine runners gives the race game formula new life and a fresh face.

Trenton Webb

VERDICT

- Novel twist on an established theme.
- Quick, but not fast, robbers and cops car chase game.
- Great themed graphics and music, help create that backwoods feel.
- The slowly improving car adds longevity.
- Tough, but beatable.

79%



Oh no, the Sheriff has pulled the old tree trick! Your truck will start to take damage if you hit the barriers, but you'll slow down if you stray off the road. The choice is yours, just don't try to ram the trees.

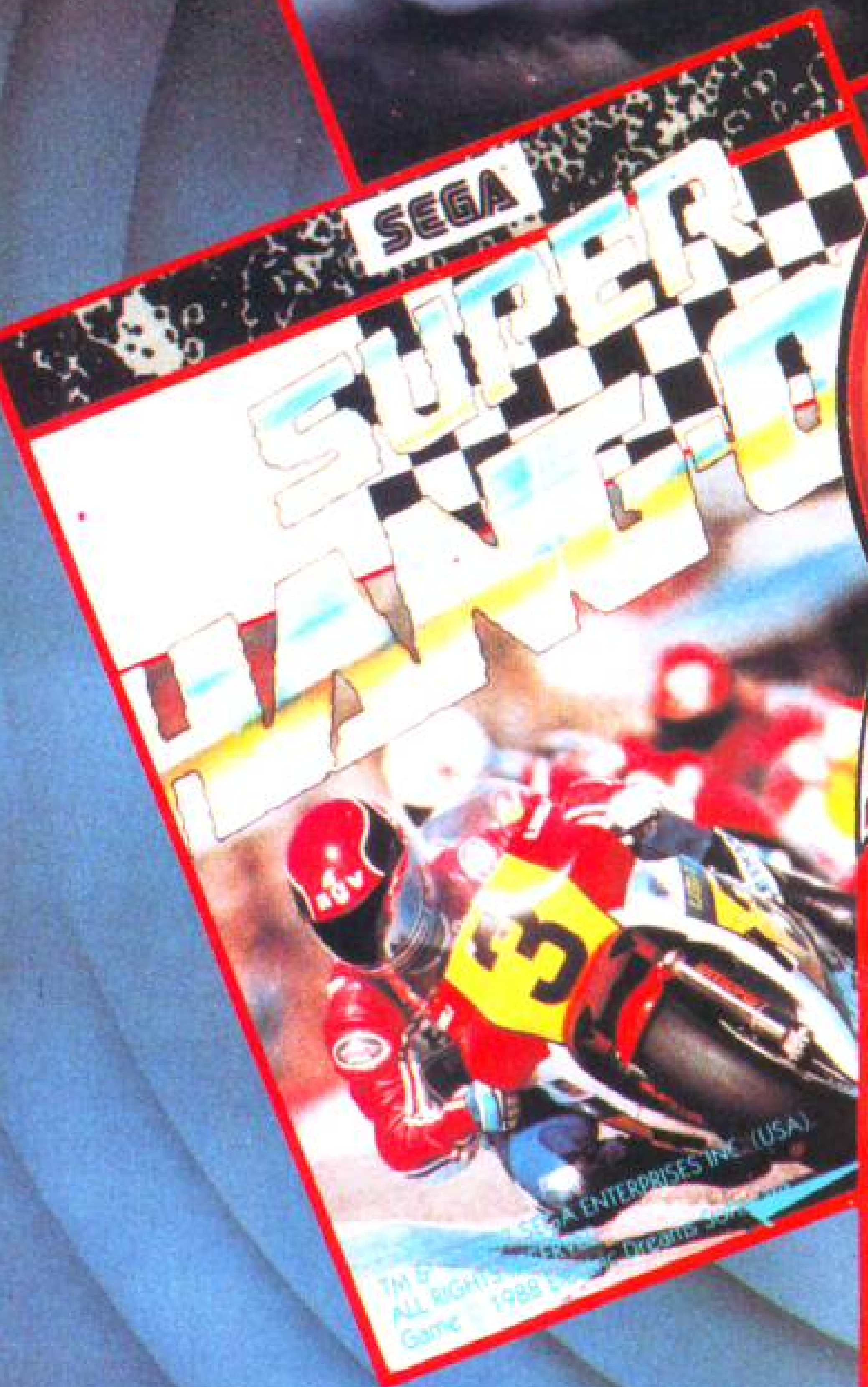
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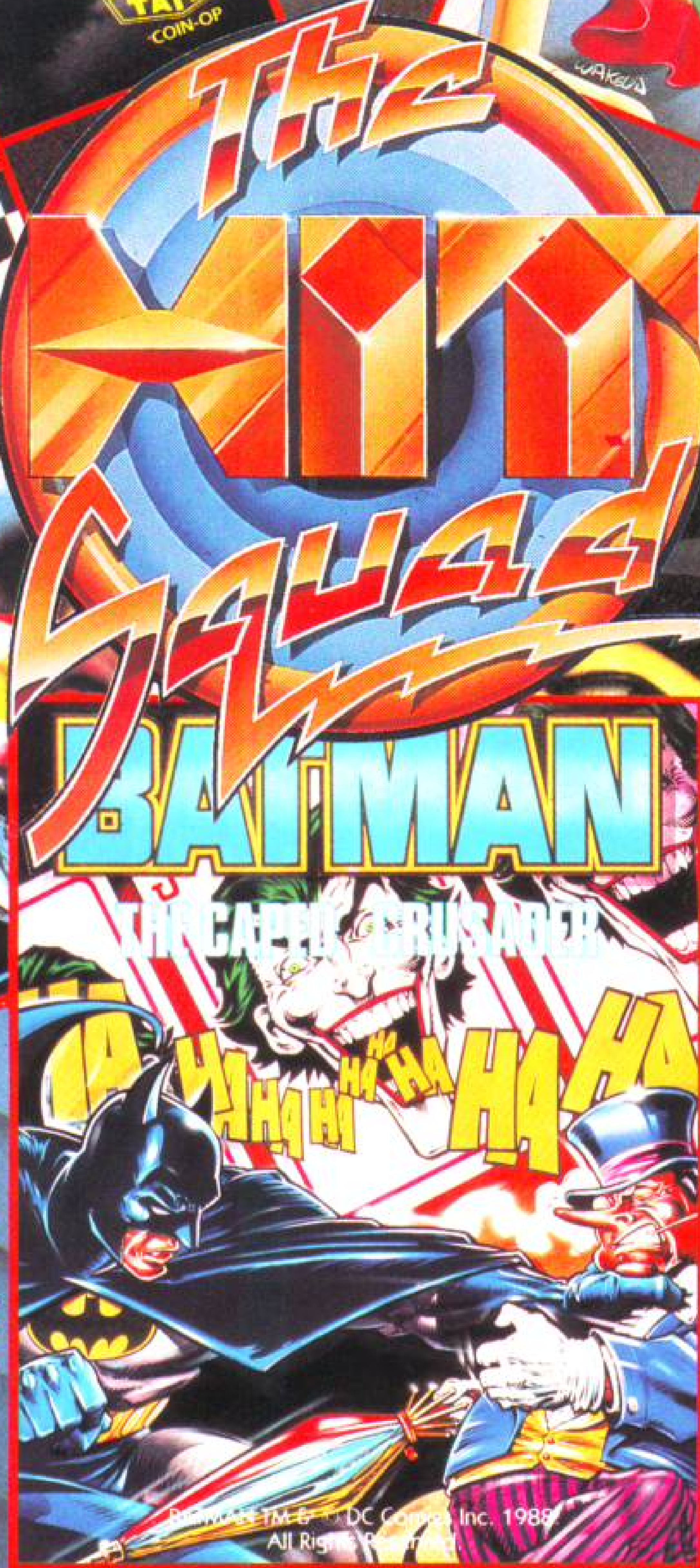
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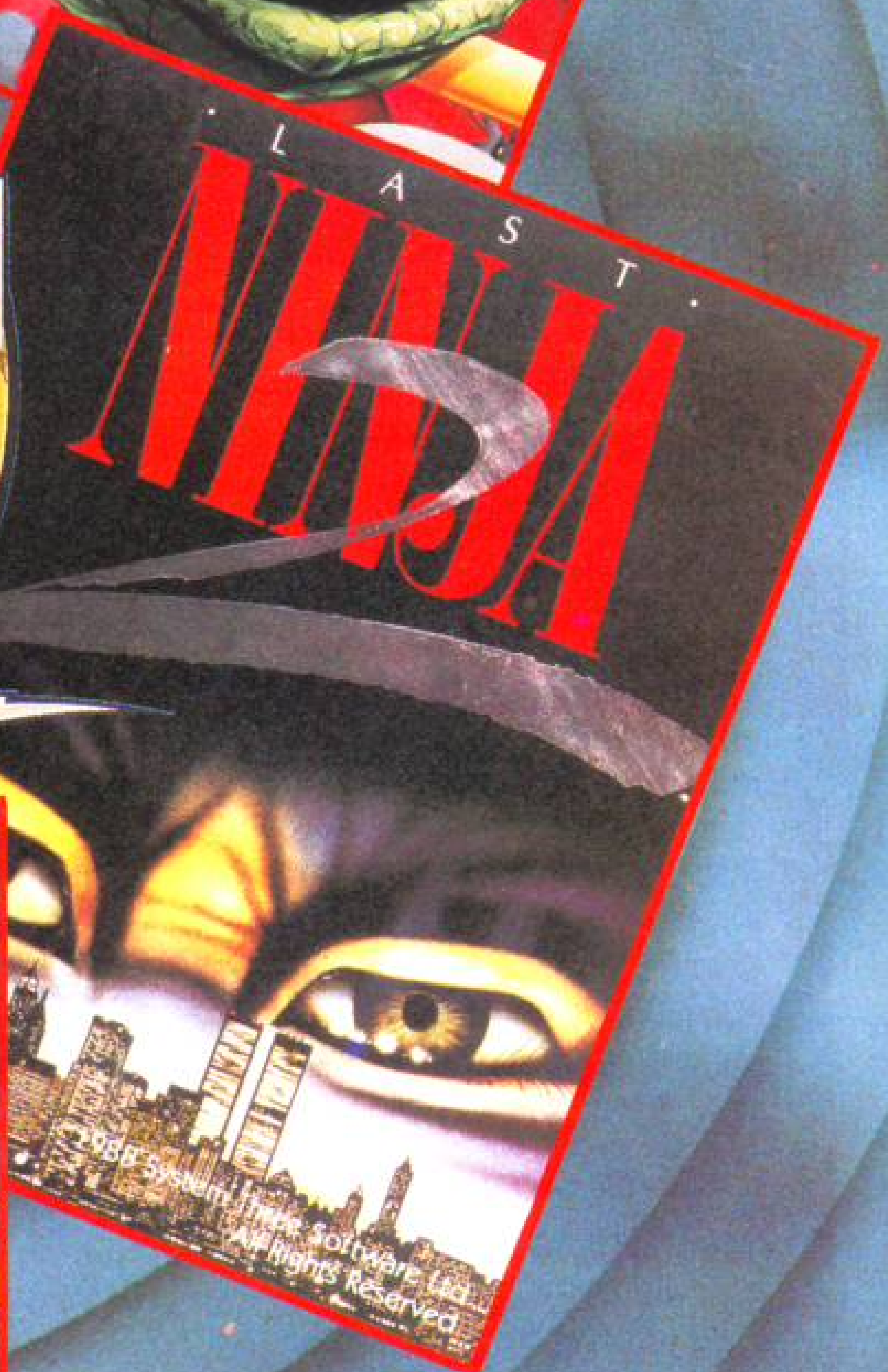
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Ski or Die puts you in a test to produce your finest performance on the snow. This poor competitor doesn't seem to have the necessary finesse to impress the judges on the Acro Aerials though. Humph!

SKI OR DIE

ELECTRONIC ARTS ■ £24.99 Joystick

Californian street sass and slang is all very well in a game involving skateboarding, but does it fit with skiing? Well Electronic Arts have the answer in the form of *Ski or Die*.

The game is very similar to their skateboard release *Skate or Die*, which appeared quite a few years ago, with you taking part in a competition comprising of a number of snow-based events.

Narly Moves, Man!

The game starts with you in Rodney's Ski Shop. Rodney is an overweight, street-talking ski fan, who introduces you into the world of snow sports. In the shop you can opt for a practice run or sign up for a full competition. Once you're ready, it's out to the slopes.

Outside the shop, you are given a number of paths to choose from, which lead to all of the various sections.

Eat Snow, Dude!

The first noticeable thing about *Ski or Die* is the rather garish colour scheme. The whole game has a kind of PC look about it, with plenty of blue, pink and green graphics around. Many of the events themselves are extremely similar to other games, the Downhill and Halfpipe sections are those that are similar to *Skate or Die*, the Snowball fight is very *Operation Wolf* and the Innertube Thrash is basically *Toobin'* on snow.

To begin with, performing stunts and flinging snow around are great fun, but the more you play, the more annoying niggles creep in. The control methods involved are rather perplexing and often have you selecting the wrong move, picking the wrong view or send you piling into a chasm. One glaring error is the fact that when you have more than one player using one joystick, the Innertube Thrash places both racers under control of the same stick at the same time!

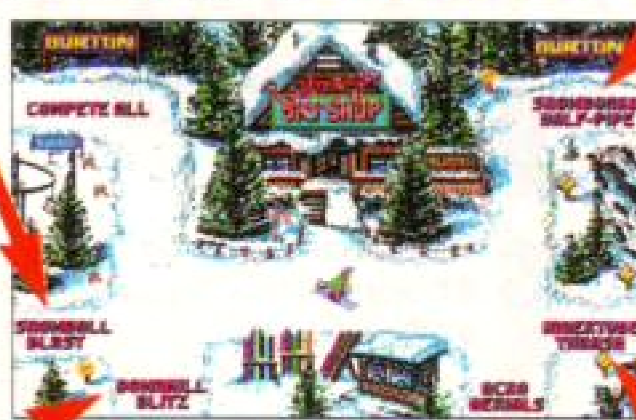
This is a shame, since without these few problems the game could have been quite a laugh. As it is, it's only for those who either love snow, skate-style or old Epyx sports games. ***Maff Evans***

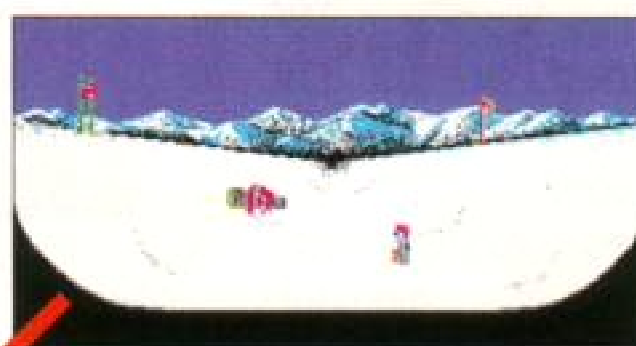
TRULY RIGHTEOUS WINTER, DUDES!



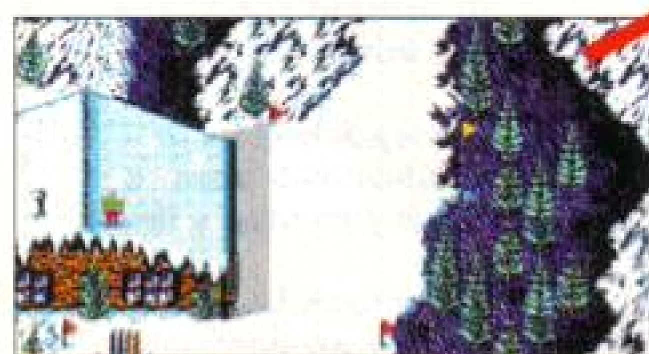
SNOWBALL BLITZ
This is an *Operation Wolf*-style romp with you based in a snow dugout, hurling a plentiful supply of snowballs at the kids that are attacking you. Keep your supply topped up to make sure that you won't be digging yourself out, but watch you don't hit the instructor!







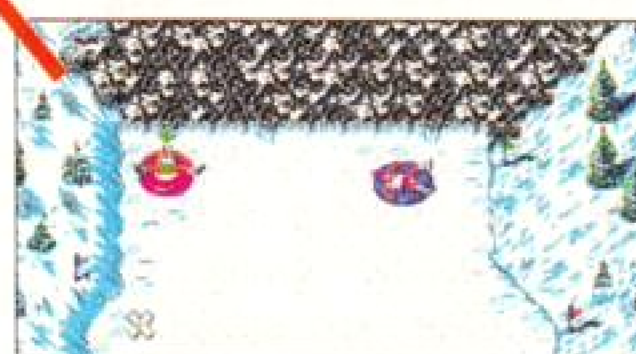
SNOWBOARD HALF-PIPE
Again similar to its skateboard cousin. This time you have to ride down a toboggan run-type tube, leaping over obstacles and performing dare-devil leaps and turns off the lip of the pipe. Collect the Punk Penguins for a bonus, but watch out for the Chainsaw Snow Bunnies!



DOWNHILL BLAST
This is section that's similar to the *Skate or Die* downhill section, with you zooming down the ski run, jumping over crevasses and attempting fancy stunts to impress the judges. Watch the clock as a quick time is the name of the game!!



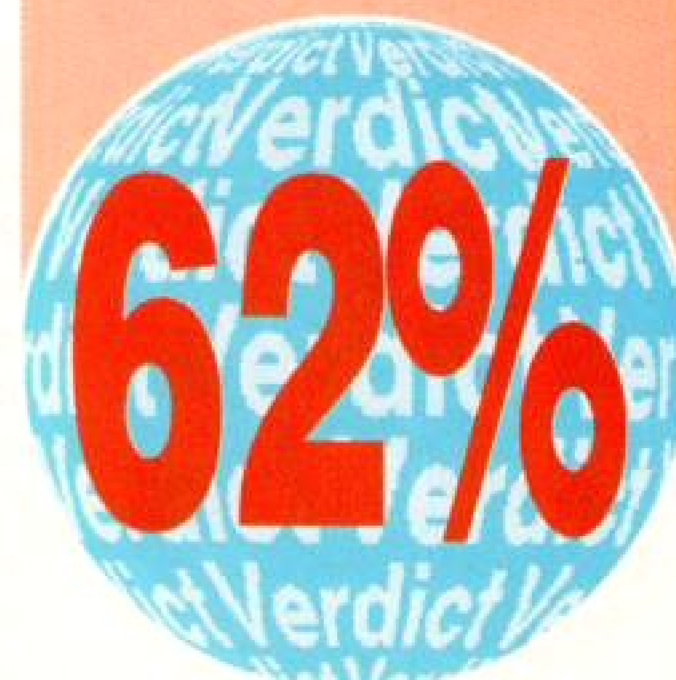
ACRO AERIALS
This is the 'hot-dogging' event, where ski-pros jump off a short ramp as fast as possible to perform a series of death-defying stunts. Go for the more difficult tricks to impress the five judges, but watch you don't land in a crumpled heap!



INNERTUBE THRASH
This has you racing down a snowy hillside against an opponent, riding in large inner tubes (now where have we seen that before?). You can pick up sharp items to spike your opponent and slow him down, but keep an eye out for traps!

VERDICT

- **Rather derivative collection of sub-games make a rather patchy and unfulfilling whole**
- **PC-like graphics have some fun moments, but are a little gaudily coloured.**
- **Good fun when competing against friends, but soon becomes dull if playing alone.**
- **A dated style of game, with not quite enough excitement to bring it fully up to date.**





Skweek is on a platform set of tiles, which also have to be turned pink, cunningly avoiding all the nasties. If he dives down for that Big Paint icon all his worries should be over though, because that brush gets everything its path, speeding up the paint job amazingly.



Is Skweek stuffed? He will be if he steps on that disappearing tile on either side of him. This is a real nasty world, full of holes which if he falls in he is dead. The POW tiles are helpful often revealing hidden flooring that will do the job safer, if not noticeably easier to complete.

SUPER SKWEEK

LORICIEL ■ £24.99 joystick and keyboard

What have Van Gogh, Adolf Hitler and *Skweek* got in common? They were all painters with a personality problem. Van Gogh went about posting himself to girlfriends, Hitler was a house painter turned genocidal maniac and Skweek simply doesn't know when to quit. After his first eponymous outing and the countless scrapes therein, you would have thought the fur-ball kid would have retired by now.



Now, thanks to *Super Skweek*, it seems he's been tempted out for one last pink paint extravaganza.

Skweek lives in a world made of tiles, which are normally pink. Disaster has struck the Skweek world though, as all the bright cute pink tiles have turned into a dull shade of grey. King Skweek is distraught and sends for the hero of the day: Skweek.

Fade to grey

Skweek can turn the grey tiles of each level pink again, just by running over them. Obviously, doing this for over a 100 levels would be as dull as watching pink paint dry; so each world is crammed with surprises. Firstly there are hordes of monsters after Skweeking blood, each of which has ITS own personality and attack patterns in the best *Pac Man* traditions. Secondly there are stacks of special tiles that make life, well, short. Some explode under his little fluffy feet, others transport him around the land, then there's icy floors on which the poor little beggar can't turn or stop.



The worlds are mercifully packed with bonuses to help the Big S paint the world pink. Some uprate Skweek by giving him greater fire-power, and speed his run up and provide a shield. Others affect the world itself – killing beasties, changing tile colours and so forth – or are point bonuses. Finally, there are the coins left by dead monsters, which can be saved and spent in shops. These offer all the bonuses, at a price.

Rainbow islands



The worlds he has to pinkify are separated into five groups of 45 islands. Skweek can work through them sequentially, or in a random fashion, until all the levels have been painted the brightest shade of pink imaginable. *Skweek*, however, is one of those games where the sum total is greater than the component parts. The game is based on a graphically cute creature and the strange world in which he operates and has a curiously natural logic. It's packed with the kind of childish humour so often overlooked in favour of mega-death. And ironically, for all it's kiddie trappings, *Skweek* is one to keep out of the reach of children. You'll never get it back otherwise – and they'll beat your high score!



Super Skweek is an improvement over the original but not a great quantum leap. New touches – such as the two tier flooring – add a greater element of craziness, and that is what *Skweek* thrives upon. It's good, manic, charging fun, and as such is an ideal puzzle arcade. Fans of the original should check it out immediately, as should anyone who likes their games to be frantic affairs with a strong element of silliness thrown in. **Trenton Webb**



VERDICT

- Cute with a silly French edge. Smart!
- Starts easily but soon becomes very, very, tough indeed.
- Great graphics set up and support this illogically logical Skweek world.
- A few strong improvements over Skweek I, but not many.
- Fast paced arcade action, packed with shops, secret rooms and somewhat implausible bonuses.



WHAT NOT TO STAND ON


A power block may have many effects. Shoot it and see.


Entrance to shop. Stand on the square and press fire.

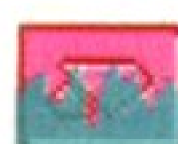

Fire at these blocks as they flash to earn a points bonus.


These pulse between being there and not being there. Tricky.


A second floor piece.They usually act as normal tiles.


One way squares force you the direction they point.

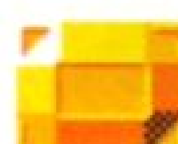

This disappears as soon as Skweek stands on it.


Magic, paints all tiles surrounding it pink when stood upon.


Monster square, where the nasties come from.


Scatters your shots all around the place in a spread if shot.


Transports you to another sub square when you press fire.


This block is not always an obstacle, it can be blasted flat.


A beautiful pink tile, just what a growing Skweek needs.


A nasty dull grey tile. The main enemy of true Skweeks.

ProFlight from HiSoft



Fuel up, weapons loaded...let's fly...

The Tornado Flight Simulator for your Amiga and Atari ST



...target spotted...try your cannon...

Some comments from ProFlight Customers

"The best simulator on the ST by far."

"Very well done, the only flight simulator that gets it right! Thanks."

"Well done!!! It is real!"

"Superb - without exception the best on the market."

"Very impressive - brilliant manual."

"At last - a real flight sim for the purist."

"Your usual high standard of software. Excellent."

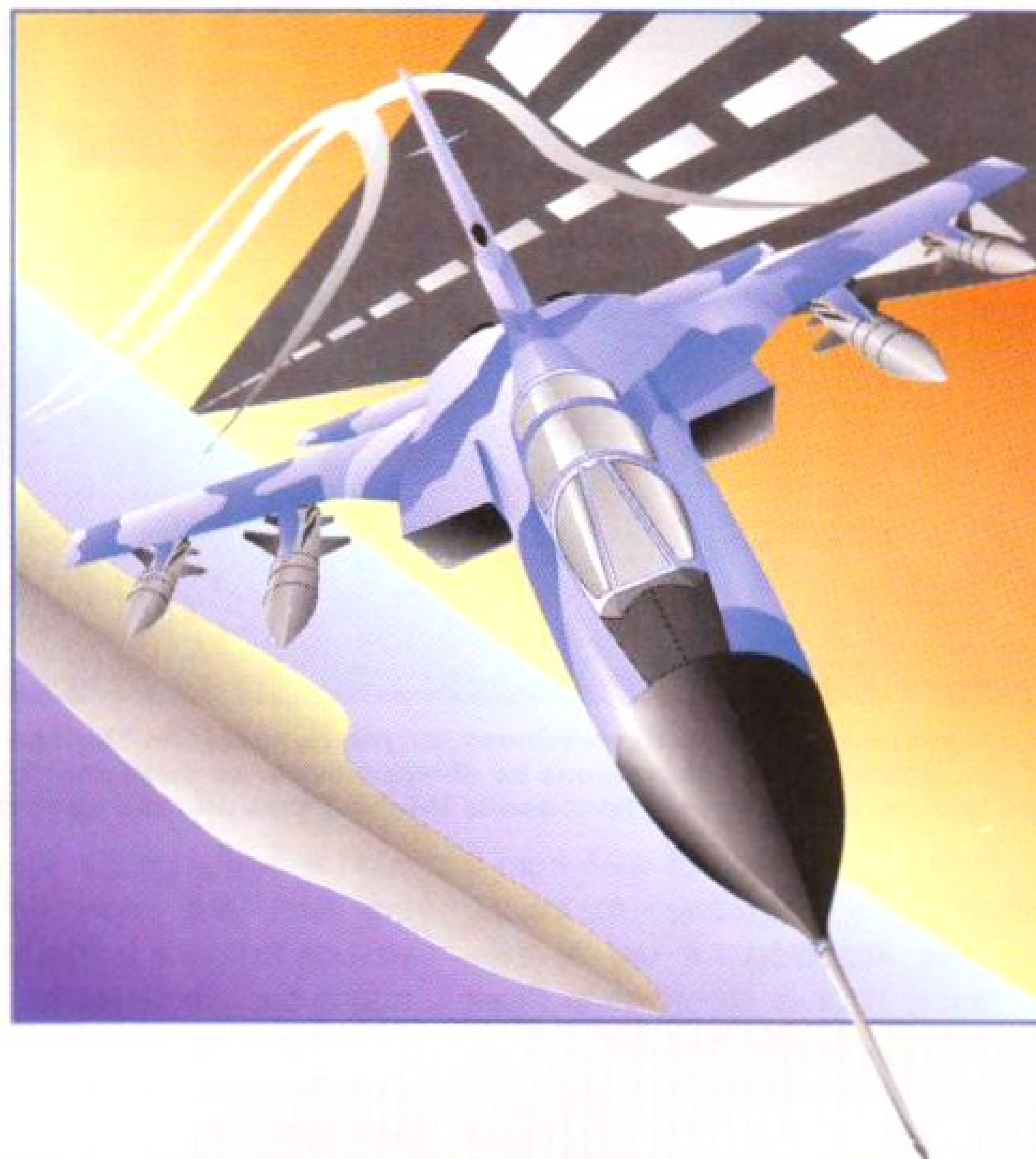
"For realism, beats anything I have ever seen on a home computer."

"Good fun & makes me nervous when flying dangerously - 10 out of 10."

"Brilliant manual, brilliant simulator."

"Another HiSoft winner!"

These are all unsolicited comments from users of the Atari ST version of ProFlight.



and the Reviews ...

"The sheer range of things to do makes this a winner and with future expansions planned this one could become as popular as the now classic Flight Simulator II."

"A great deal of thought has gone into how the plane handles and the controls are very responsive."



ST Action, March 1991.

"ProFlight isn't the same as other fighter sims - it really does feel real."

"ProFlight is addictive ... if you've got the hang of less realistic simulators, moving on to ProFlight will give many more months of exciting flying. Very complex but enjoyable and well worth the clams!"

Atari ST User February 1991.



...change to missiles...locked on...



...heat-seeking missile launched...



...target destroyed...back to base...

HiSoft is delighted to announce the immediate availability of ProFlight for the Atari ST and Amiga.

ProFlight; a supremely accurate simulation of the Panavia Tornado military aircraft, a plane that is the fastest aircraft in the world at ground level (Mach 1.2) and one of the fastest at any level (Mach 2.2) with advanced swing-wing technology that gives it a truly multi-role capability. ProFlight uses complex and exact flight equations that allow you to fly this powerful fighter just like its pilots.

Everything is there ... you can fly peaceful reconaissance missions or roar into full attack with cannons, bombs, heat-seeking Sidewinder and radar-guided Sky Flash missiles.

ProFlight comes complete with a professional 170-page, ring-bound flight manual which details every aspect of flying this exciting aircraft together with a pull-out specification sheet of the Tornado.

ProFlight is available from all good computer stores and costs only £39.95 inclusive (UK only); if you have difficulty locating your copy, please call HiSoft on 0525 718181 and ask to speak to Julie.

HiSoft
High Quality Software

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A mystical land with a mystical man pointing mystically. This is your figure and stupidly you have decided to enter yonder castle which is the bastion of four demon princes out to batter all life.

WARLOCK – THE AVENGER

MILLENNIUM ■ £24.99 Joystick and keyboard



Don't go into the water! Don't go into the water! Oh, you decided to use the bridge, nice one. See that pentagram low left? Well best advice is to go for it.



More weirdness for you to navigate. The chest can sometimes be disappointing, so don't use up all of your best spells thinking that you can upgrade.

The wimpiest of magi' will tell you, a castle of demons is a castle which needs clearing out. In the land of Belorn four demon princes have been summoned by the despicable Acamantor, thus disrupting the equilibrium of a once cool and laid-back magic land. The princes keep the castle as a bastion against all things daisy-age, wonderful and good. Your task is to barrel in there and hoike them out.

You're a powerful fellow so it shouldn't be a problem. Frankly, you look like a dwarf in a Captain Birdseye beard who goes around the place on coasters but don't let that worry you.

Gardening at night

The game begins in the gardens atop the demons' tower. They look like pleasantly hedged fields, full of trees and flowers, but they are in fact mazes populated with vile creatures of the night. You can only move in certain directions in your attempts to collect spells from treasure chests, blast demons with said spells, and move on to the next level. Once you have collected one type of spell from a chest, the evil guiding force comes along and blasts it out of existence, so it is important to make sure you choose the right spell for your point in the game.

One of the off-putting things about *Warlock* is it feels much like *Pac Man* at the outset. But there's more to it than just rushing around the place destroying things. And even if the controls are a little sticky to start off with, it only takes a few minutes to get used to them.

In sickness or, in sickness

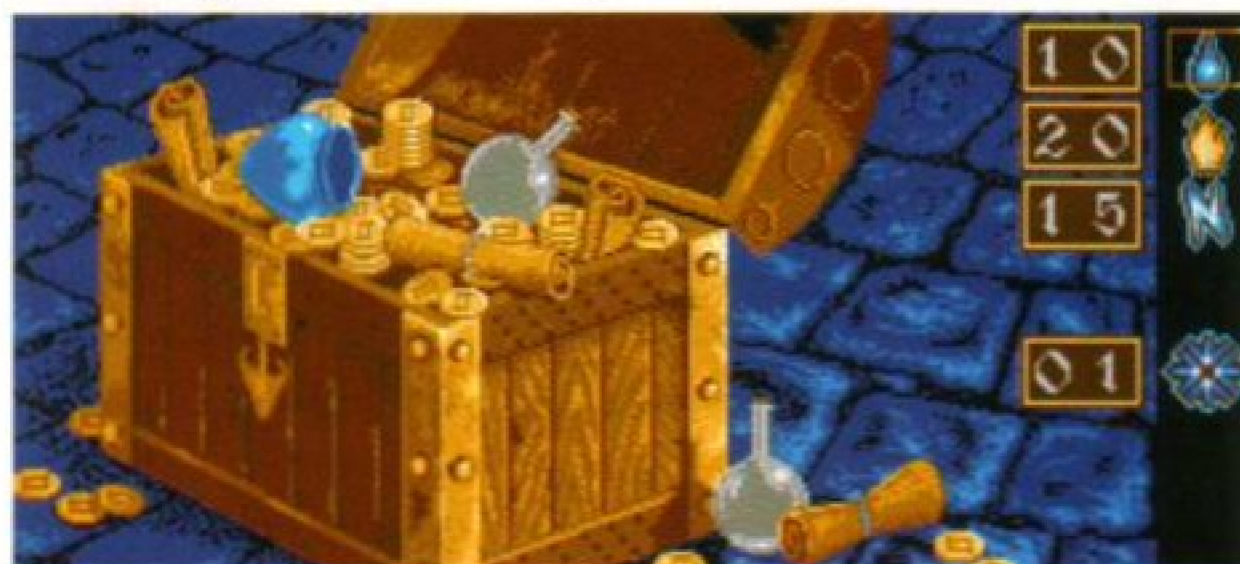
You have to make use of various spells, remembering which routes are safe, and take care of your failing health. The reason your health is in decline is because there's no let up from the barrage of ghosts, wraiths, ralacks, beetles, snakes, slimes and skeletons which are out to make your life a misery. All they have to do is come near you and you can feel your vital juices draining away like some Del Monté passion fruit-juice from a holed styroform cup. There are two ways of restoring health; either find and cast the Chaos spell, or locate a pentagram and stand in it for a while. Obviously standing still anywhere simply means that the nasties get to breed more freely without your prophylactic wand to stop them.



Boy do they breed. There is no hanging around here. They pop up in front of you, behind you, and even on top of you if you're not quick enough. There is simply no let-up in your quest to get to the lower levels of the castle and do damage to Acamantor himself. Aside from the demons, there are ponds, pools and traps which will keep you on your coasters for a few hours at least. **Tim Smith**

SPELL CHECKING TIME

Whilst on your many travels you will have to make use of four spells. Here is a quick run down of what they do.



1 WATER. A fairly wimpy spell used to deal with your basic grimlies. You'll find loads of them about the place
2 FIRE. Going up in the world here. But you still need three to kill a measly ghost.
3 ELECTRICITY. Still not in the higher reaches of the spell leagues. Two of these will take out a ghost.
4 CHAOS. To the max with this one. Not only does the Chaos spell destroy everything on screen for ten seconds, it also restores you to health and fitness. It's the one everyone wants, So get it while you can.



VERDICT

- It's a simple idea which doesn't become too tedious after a few plays
- Sound is a bit on the dull side. More blatts and squidges than atmosphere
- Horrible loading. You only get one life, so the first few plays make you all too familiar with the loading screen.
- Mapping is required, as are speedy reflexes and the correct use of spells. It's not just a blast-em-up.
- Graphically it's jumpy with a few strange perspectives.



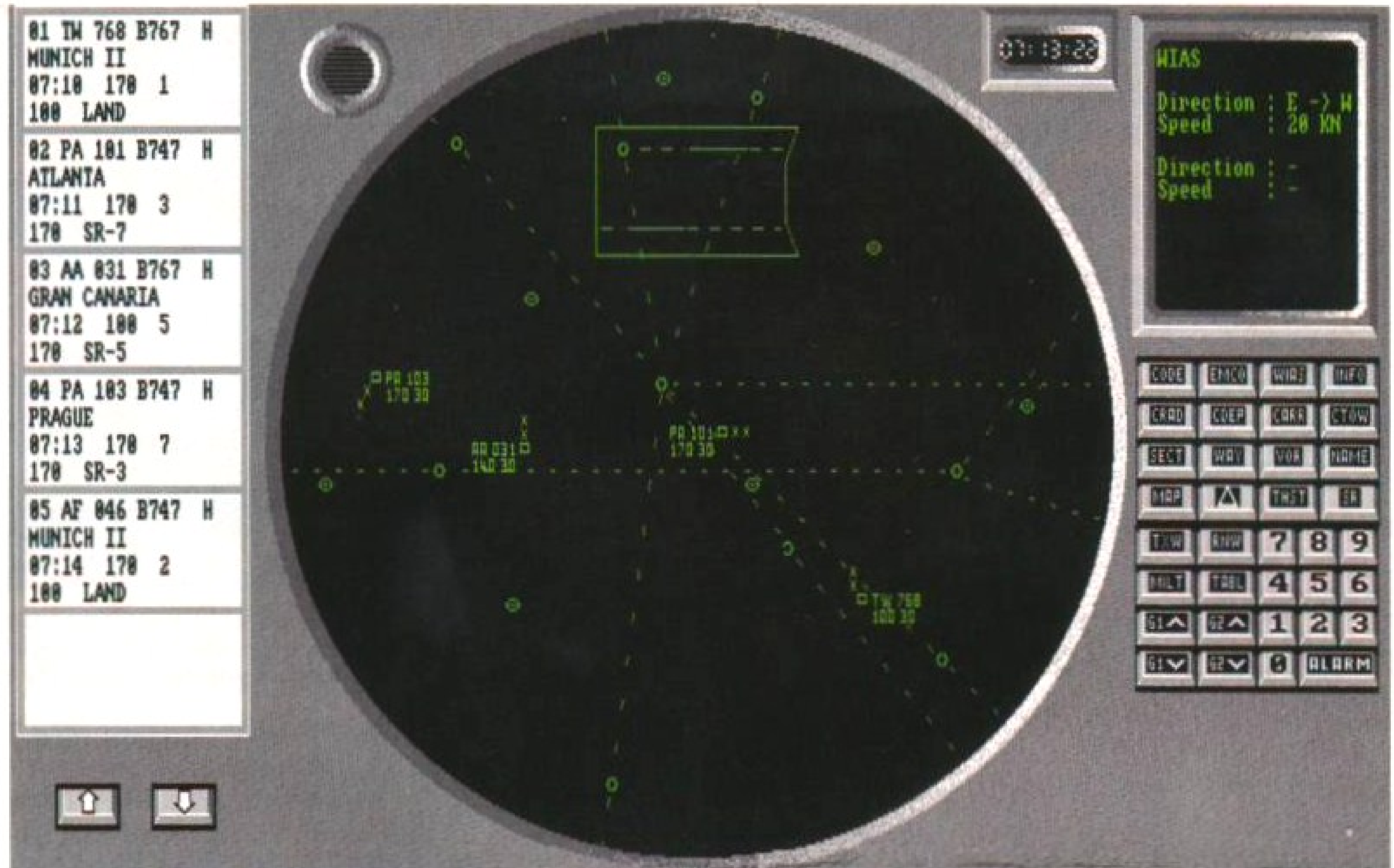
ENTER BATTLE COMMAND FIRST INTO BATTLE... LAST TO LEAVE



Set in the near future, as an alternative reality, BATTLE COMMAND is an arcade/strategy game in which the player controls a single "MAULER" Assault Tank in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the NEW WORLD. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

ocean

Ocean Software Limited · 6 Central Street
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The full screen of *Tower FRA*. This is the radar-control mode where incoming flights are guided to the arrival section and departing flights that have just taken off are passed to the tower. In the top left is the flight list that tells you where a plane has come from and where (or what) they want to do. The right-hand keypad is the flight computer which carriers all the vital info (such as transponder codes) needed to get the planes down safely. The centre of attention will always be the radar window, here you watch the actions that you control unfold. Just click on the plane to communicate,and a radio controller appears.

TOWER FRA

THALION ■ £24.99 mouse, one Meg only

Air-traffic control is not a 'glamour' job, just necessary and highly taxing. Controllers are not only responsible for the safety of billions of dollars worth of aircraft, but the lives of thousands, every single working day.

Tower FRA is a simulation, neatly segmented into four chunks, of air-traffic control in Germany. You take on the role of a controller in charge of either the Radar, Departure, Arrival or Tower duties. It's essential that each job be carried out correctly and quickly, if the planes are to make it in one piece.

It's a screen!

Your tools are a radar screen, a flight list and tracking computer. As planes approach they must be identified and guided via mouse commands. The duties vary depending on which part of the sim you're in. The difficulty level and airport stress the same skills throughout; knowing what to do next, knowing how to do it and doing it in time. The job appears easy on 'Holiday' level (where you begin) but gets tough when you take on bigger airports, with more runways, traffic and emergencies.

Tower FRA is a sim and it accurately reflects the job. It's rarely exciting, but it is always demanding. Each level is timed and the more experienced your controller becomes (successes are saved to disk) the longer each portion of the sim lasts. The palms get sweaty as the clock ticks through the last few seconds of a section, especially if you've made no mistakes.

Functional not sexy

The screen design for a tower game cannot be sexy. Functional yes, but multi-layer scrolling parallax no! You sit in front of a large circular radar. The screen's larger than the monitor display and to see its extremities you roll the cursor to the edge, which causes the rest to flick into view. The visual display is composed purely of numbers and lines, which again isn't pretty, just accurate.

Acting out another job may not sound the sort of challenge you want to take on after a hard day doing one for real. With little scope for flashy effects to fire the imagination *Tower FRA* sounds terminally flawed in the interest stakes. However, it is curiously compulsive once the procedural hurdles have been overcome and you begin to climb the air control kudos level.

To be really effective though, the limited range of mechanical effects allowed by the nature of the simulation have to be spot on. Here, *Tower FRA* hits an unsettling effects air pocket. The speech which acknowledges each command is fragmented and grates on the ear. It's obvious what has been said, but the pilots have all taken the Robby the Robot elocution course; probably by post!

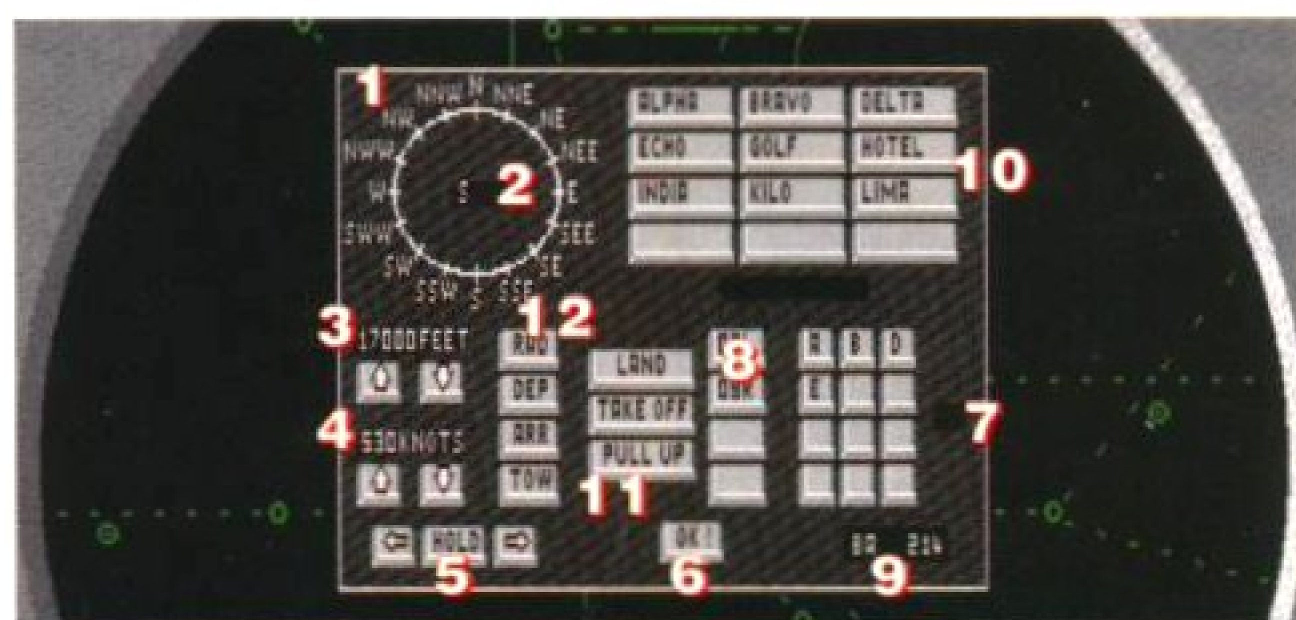
Flight 723 has been delayed...

Tower FRA's other main flaw, lies in the manual. Few of us know the intricacies of air control and the desire to find out is one of the major reasons to play. The manual though, is patchy and doesn't tell you what to do in each role clearly enough. All the information is there, it's just damned hard to find quickly. Which is exactly what you need when an air disaster is imminent. The walk through intro, for example, happily burbles command jargon that is only explained much later in the manual. This isn't exactly what your first time air-traffic controller needs and could be avoided with a comprehensive glossary (all found in one place) or at least an index.

Once the first few suspensions from duty – the penalty for messing up a mission – have been endured *Tower FRA* grows into a strong low-level control sim; that is complex enough to challenge but friendly enough to use. The voices still jar, but they can be tolerated. It's satisfying to have coped, even excelled, at the task especially after struggling with the manual.

Trenton Webb

AIRPORT TO AIRPLANE!

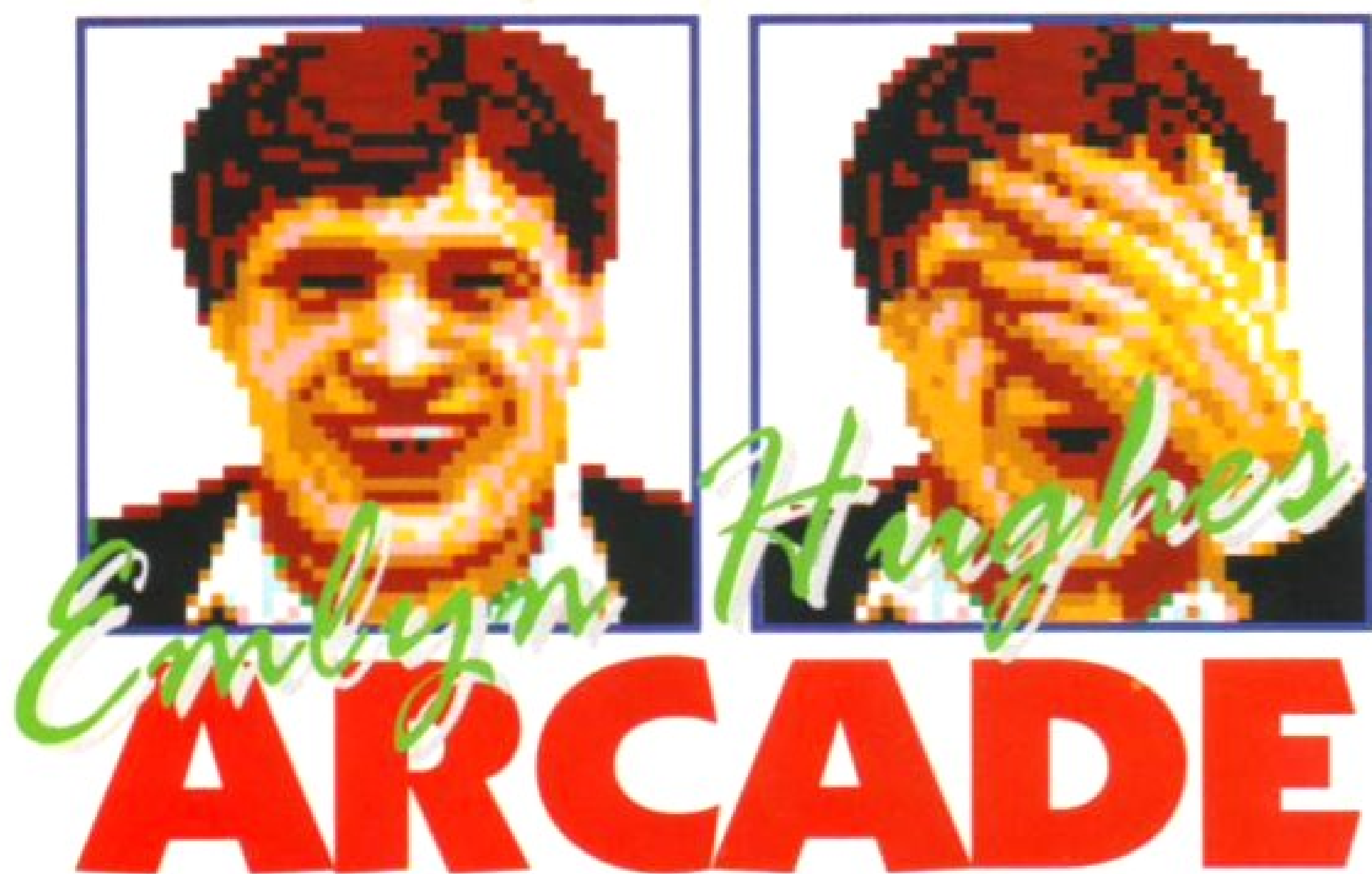


1 Direction control
2 Direction indicator
3 Height control
4 Velocity control
5 Turn command
6 Send command
7 Taxiway indicator
8 Take-off/landing indicator
9 Flight Identification
10 Radio Beacon
11 Take-off/landing control
12 Handover control

VERDICT

- Voices are annoyingly mechanical.
- A good range of difficulty and situation options.
- Manual is far too confused to be really useful.
- Limited in its appeal, but worth struggling with if you find the subject interesting.
- Odd game theme that shouldn't be fun but is!





Emlyn Hughes' ARCADE QUIZ

AUDIOGENIC ■ £24.99 Joystick



Emlyn's face-splitting smile is a little rhapsodical. Your counter is on a yellow question-mark, indicating a music question. Ahead is a 10p cash prize. Never let it be said that Emlyn is stingy with his moolah.



What? You mean it's wrong? But I've been a total Vogon for three years! Emlyn evidently isn't impressed by such inexactitude. But with three choices you have a pretty good chance throughout the game.

From humble obscurity as a footballer with Liverpool FC to Colossus of the entertainment world, Emlyn Hughes is a man you can't ignore. Especially not when his beaming face turns up on your Amiga, as well as various sport-related programmes on at least three TV channels. Exactly what Emlyn's connections are with the seedy, twilight world of pub trivia machines, however, is somewhat unclear. The words 'contractual obligation' spring unbidden to mind.

On the fruity

What you must do in his *Arcade Quiz* is move a counter along paths made up of blocks, from one side of the screen to the other. Some of the blocks are empty, others contain coloured question-marks, fruit-machine symbols or money. Land on a question-mark and you'll be asked some typical colour-coded trivia query. You have three options. Get it right and you may proceed. Get it wrong and you'll be asked another.

Whilst you are attempting to make your way across to the right of the screen, it is doing the opposite and scrolling slowly to the left, thus imposing a time limit and adding a bit of urgency to the proceedings. If you are dragged back to the left margin, you've lost. But it moves slowly, so on the earlier levels you still have enough time to collect the coins.

These don't effect the gameplay at all, except that you can amass about 30p during one game, and you get asked whether you want to plough it back into the game, or keep it and start again. How you are going to cash in your winnings isn't immediately obvious, so you'll probably have to blow it on another bout with Emlyn and his relentless questions.

Er...it's a fella

Every so often you'll come across a quick-fire section. It comprises of one question. You only have a second or two to select the answer, again from a choice of three. Get it right and the game continues pretty much as before. Get it wrong and you're dumped right back at the beginning.

There is quite a range of questions, and they are all certainly up (or down) to *Trivial Pursuit* standard. What makes things more complicated is the inclusion of inverters. When your counter goes over one of these, Emlyn's thumb, up until now raised cheerfully, turns downwards. You must then answer all the questions incorrectly. Although you have a 66 per cent chance of doing this just by selecting at random, it's much harder than you expect. Your immediate instinct is to scream out the correct answer and click on it without thinking first.

Meanwhile a graphic representation of Em' watches over all this with a face-aching smile. The only time you don't see it is when you answer incorrectly. His hand then whips up and bashfully covers that cheese-cake grin.

Emlyn Hughes Arcade Quiz is a bit of a non-starter. What it tries to do it doesn't pull off with any conviction. True, it does have a lot of questions, but it attempts to adhere too closely to the pub-machine format. It includes dire little tunes at the beginning of each round and even includes phrases like "Insert Coin to Play" and rolls coins across the screen whenever you make another 20p.

What good is a pub quiz at home? It's lacking the only feature which makes it fun – a multi-player competitive element. It also lacks any incentive to keep you playing. Sure, you can win about 50 computer pence. But what good is electric money? ***James Leach***

Questions, always questions...

The difficulty of the questions varies tremendously in all games of this genre. *Emlyn Hughes Arcade Quiz* is no exception. You might well be asked 'Who wrote the Pastorale Symphony?' Answer – Beethoven, as anyone knows. Or you might be asked rally driver Pentti Arikkala's nationality. Or when Queen Victoria died. Or what the largest land mammal is. Or even why Emlyn left *A Question of Sport*.

Fortunately there don't seem to be too many of those annoying 'What was Band X's last album called?' questions, which are out of date about quarter of an hour after they're written.

VERDICT

- **Graphics are pretty rudimentary.**
- **There are a lot of questions covering a wide variety of topics.**
- **Sound simulates pub machine jangling far too accurately.**
- **Better keep the dosh, go to your local and spend it there (on Trivia Machines not beer, obviously).**



FISTS of FURY



EDITION 2

...the ultimate compilation!

DYNAMITE DÜX



AMIGA

When Little Lucy is stolen by the terrible ACHACHA her two friends BIN and PIN really get angry! When they land a punch KERPOW! No one stands up.

SHINOBI



AMIGA

ENJOY FRANTIC oriental action in this Ninja beat-em-up. Search for kidnapped children and dispose of marauding thugs with blows from feet, fists and shuriken stars. Classic Sega coin-op thrills!

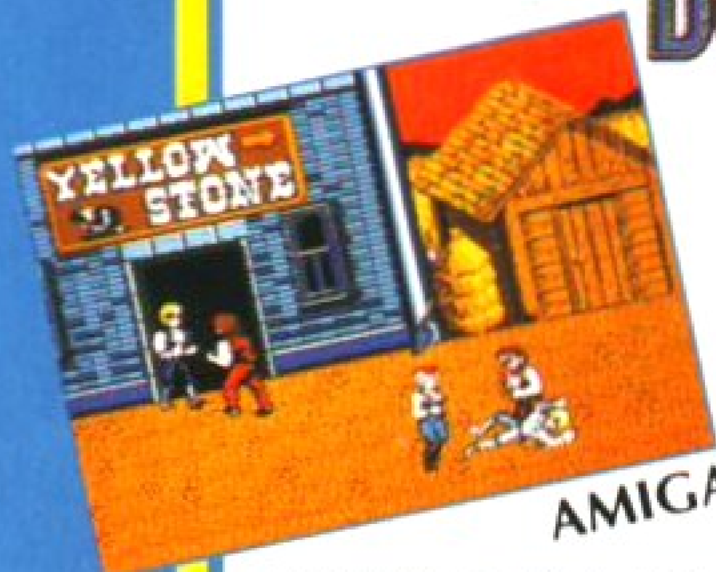
THE NINJA WARRIORS



AMIGA

You are MULK, pal ... and as THE totally wicked revolutionary your gonna build 2 assassination machines — The Ninja Warriors — and attempt to chill out the evil master-greek, BANGLER.

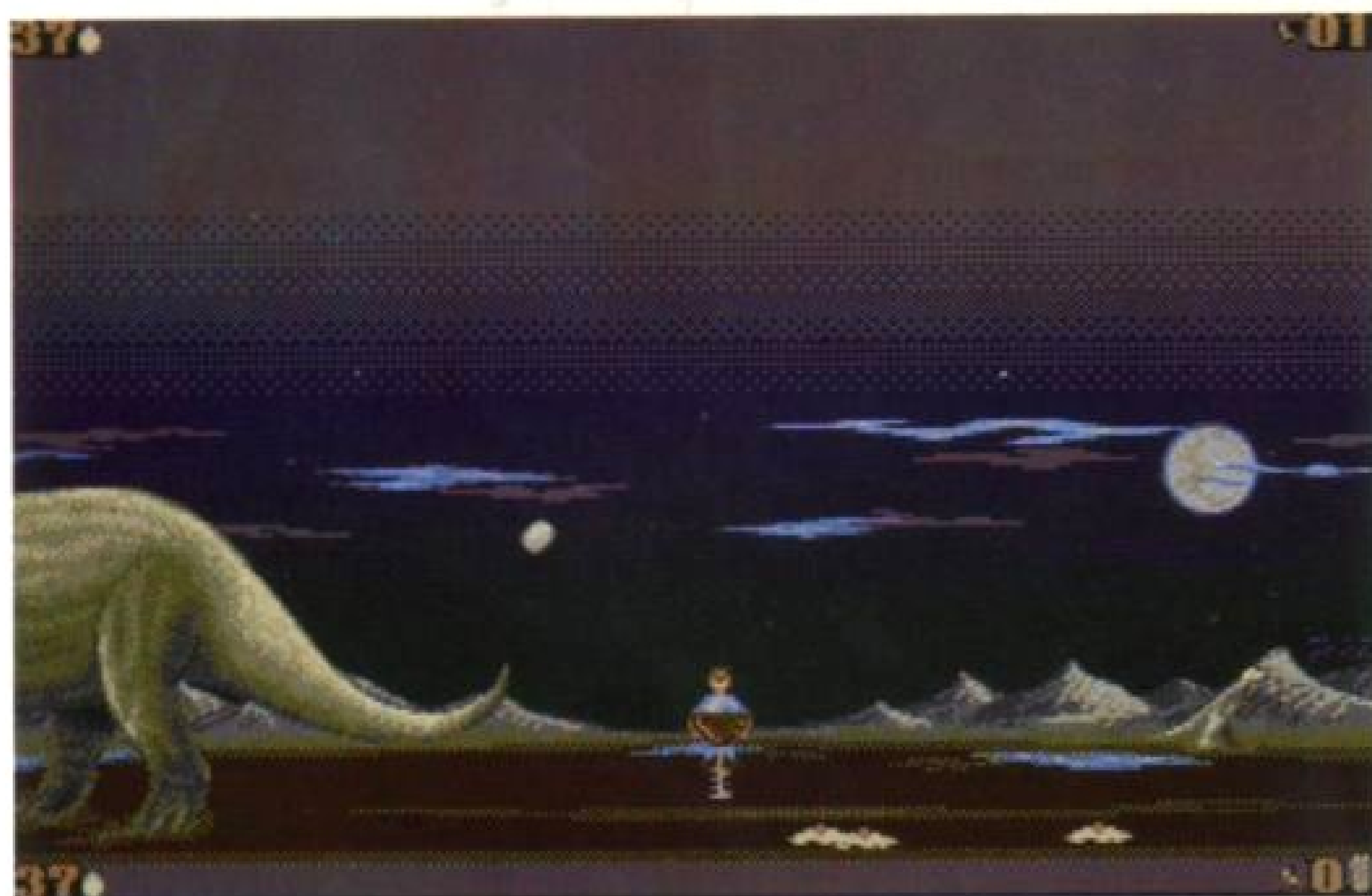
双截龍 II DOUBLE DRAGON — The Revenge



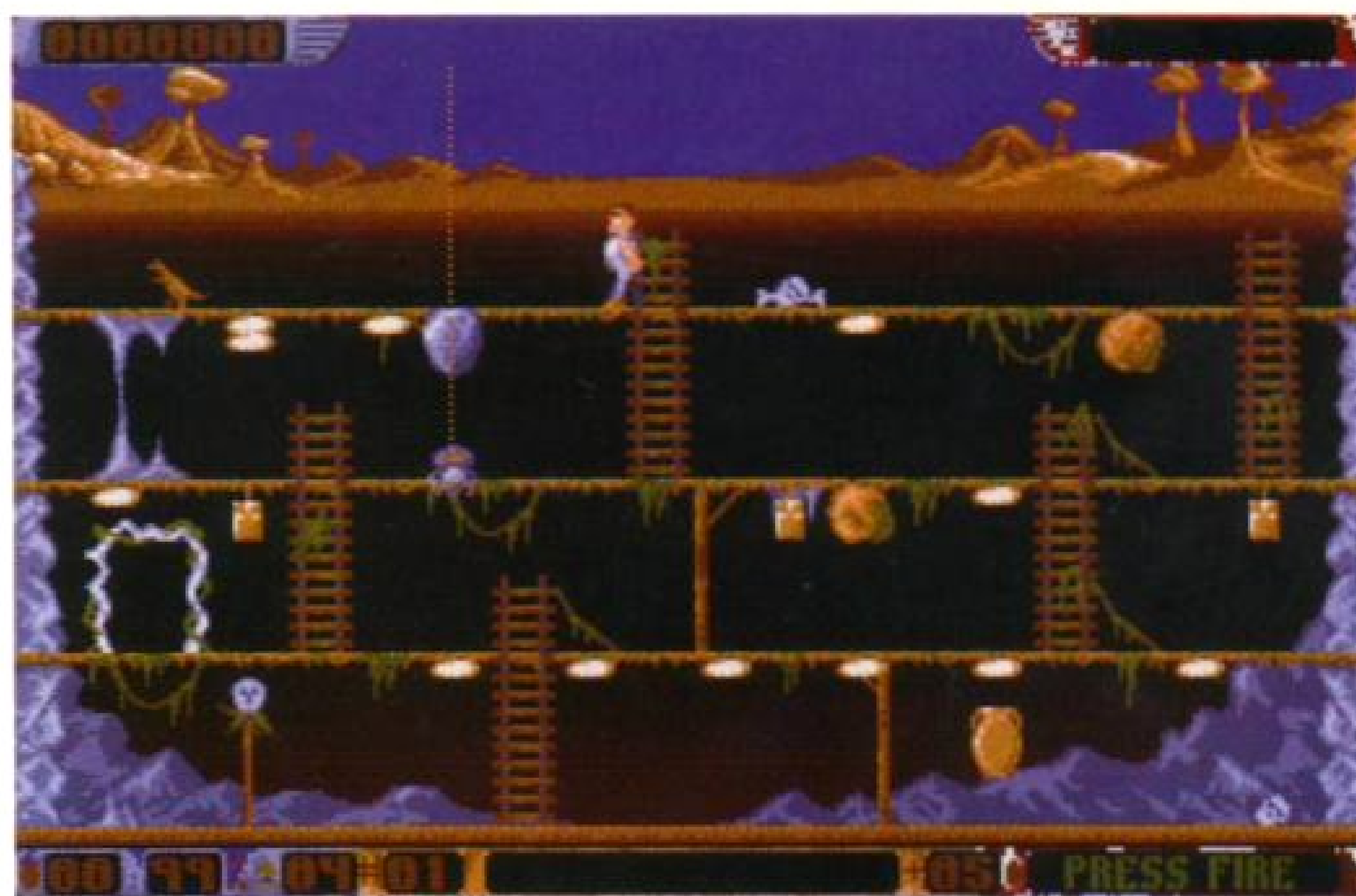
AMIGA

The Double Dragons, Billy and Jimmy, seek to avenge the death of Marian — and might even be able to bring her back to life if they can only penetrate the secret lair of the Shadow Boss.

Available for:-
SPECTRUM
C64
AMSTRAD
ATARI ST
AMIGA



Boing!... catch the eggs... Boing!... as they roll down the... Boing!... dinosaur's back and... Boing!... into the air... Boing!...
One of the three 'bonus levels' that appear after each tenth round.



Barrel chested, our hunky hero surveys the scene and things are looking good. Eggs hang from beneath the platforms, some hidden behind boulders, and his time-machine wobbles reassuringly in the corner.

A PREHISTORIC TALE

THALION ■ £24.99 Joystick

A long, long time ago dinosaurs ruled the earth. Huge, lumbering beasts – nothing dared stand in their way. Well, nothing that could be eaten. Their power was awesome, particularly Dinosauros Allosaursu whose supremacy within the food chain is comparable only to the infamous Bernardarus Mathewus of today. It certainly was no place for mere humans to try and survive. Unfortunately, it is into this inhospitable world that we must venture in order to save the human race of the future...

Raquel Welch

Seismic activity threatens to destroy the dinosaurs. Earthquakes, volcanoes and tremors are decimating the scaly inhabitants of prehistoric Earth. No bad thing? Maybe. Unfortunately, the insignificant, furry warm-blooded mammals that also occupy this hazardous land are our future. 'Man' has yet to evolve. If the dinosaurs die out, then our future generations go with them. Raquel Welch took on the trials of life one million years BC armed with only a champion cleavage. Our hero, Cronos Warchild, comes prepared with a time-machine. It is with this more practical – though decidedly less aesthetically-pleasing piece of hardware, that Cronos must attempt to try and transport the eggs and the dinosaurs' offspring to safer ground, and hence save the world.



Special bonus! Cronos gets the chance to grab a whole row of score-swelling goodies. High-score egg-spected!

Each level of *A Prehistoric Tale* offers a new platform and ladder scenario. The idea of the game is to venture from the safety of your time-machine, collect as many eggs as you can possibly carry and then return them to the safety of your capsule.

Obviously, this isn't as straightforward as it sounds. Firstly, you can only carry three eggs at a time. Secondly, before too long some of the eggs start to hatch. Your prey, now worryingly mobile, have to be caged – simply picking them up is not enough. There are also baddies. Spiders, carnivorous plants, creepy-crawlies and spikes also adorn the screens and must be avoided or destroyed. Every now and then a swarm of parent dinosaurs – misguidedly thinking that your 'fiddling' with their offspring isn't healthy and will have ghastly effects upon their future toilet habits – will fly across the screen in an attempt to halt your progress.

You must however keep collecting eggs, caging babies and avoiding baddies until your energy level 'egg-spires' and you become 'egg-stinct'. It's the usual routine – returning to the capsule restores your fragile energy reserves, colliding with baddies sends the scale plummeting towards the big zero.

Of mice and marijuana

Power-ups can be collected along the way. These come in the form of bonus points, mice, batteries to enable you to carry more than three eggs at a time, marijuana leaves which reverse the joystick polarity and other useful (well, less hallucinogenic) goodies. Collecting and then dropping a mouse on a platform will render it baddy-free for the rest of the level (or until the mouse dies). Mice are killed by dropping boulders on them.

Apart from the theological implications of this incestuous-infanticide in reverse (that mouse could've been your great-great-etc grandmother), this also means that the creepy-crawlies can return in a renewed attempt to poo on your parade.

Cronos must progress through 80 levels of action before his mission is complete. After each tenth level, one of three styles of bonus rounds will appear. These do well in breaking up the monotony of the gameplay but don't add to the adventure itself. The graphics are functional – the sprites are well detailed and move well – but really quite bland. Where *A Prehistoric Tale* does pick up points, however, is in the music department – the soundtracks are excellent.

Unfortunately, this just isn't enough to raise it to a position above the common herd – there isn't enough depth to the gameplay. It is most definitely fun to play (especially in the simultaneous two-player mode – you can drop boulders on your buddy), and it isn't as straight-forward as it first appears, but then again don't expect anything wonderful.

For prehistoric fun, time-machines are all very well, but I think I would rather stick to Raquel's cleavage. ***Neil West***

VERDICT

- Original game idea, requiring a basic amount of foresight and planning
- Functional graphics, but with only a few 'nice touches
- Basic platform and ladder scenario offering little extra than the basic format
- 80 rather monotonous levels of egg-collecting action.



Announcing PRODATA – the Arnor database

Software for the 1990s

Arnor, the makers of PROTEXT, are pleased to announce the arrival of our complementary database program, PRODATA.

This is the program that our customers have been requesting for years. Prodata is an ideal companion to Protext - it uses the same key strokes and many of the same concepts, so Protext users will immediately feel comfortable. Prodata offers the same standards of ease of use and flexibility as Protext.

But you do not need Protext to use Prodata - it is a powerful database manager in its own right, ideal for all your filing applications. The program uses a simple set of menus which may be used with the keyboard or a mouse, as required.

Prodata is available now for the IBM PC and compatibles, Atari ST and Commodore Amiga computers.

Amiga owners please note that you need 1MB to run Prodata - see below for special price for Prodata plus A501 (512K memory + clock expansion).

Version 1.1 Now Available

```
rinter (P1) EPSON    Directory E:\PROD
 Sel: ALL   Layout: 1  Index: 0   15:23:22

               INVOICE                Select field name

                                      Field  4 : Address 3
                                      Field  5 : Address 4
                                      Field  6 : Address 5
 Invoice Address                  Del Field  7 : Del Addr 1
                                      Field  8 : Del Addr 2
 ------------------------     --- Field  9 : Del Addr 3
 ------------------------     --- Field 10 : Del Addr 4
 ------------------------     --- Field 11 : Del Addr 5
 ------------------------     --- Field 12 : Telephone
 ------------------------     --- Field 13 : Fax
 ------------------------         Field 14 : Contact
                                      Field 15 : Invoice Number
                                      Field 16 : Order Ref
 DATE              Your Ref           Field 17*: Quantity 1
                                      Field 18 : description 1
 ??????????????????                   Field 19*: Unit Cost 1
Top left = (0,0). Pos = (3,17). Length=20.
Variable name: DATE                Use ◇◇◇◇ to move, ^◇ and ^◇ to resize
[F]ield [T]ext [V]ariable [L]ine draw [A]ttrs [D]el [E]dit [TAB] next:
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Designing a new layout

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PRODATA v1.00  (c) Arnor 1989   Printer (P1) EPSON    Directory E:\PROD
Open: ARNOR     (16F)   Recs: 3621   Sel: ALL   Layout: 2  Index: 1   15:55:04

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                                       Purchased     13/8/89
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          WI12 5GT                     Purchased     3/2/90
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You can keep data files which are automatically sorted as you add information. The type of data can be very varied, ranging from simple names and addresses to inventories and catalogues and even invoices and records of transactions.

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SP OUTRO

If Page 47 was Screenplay Intro, this must be SP Outro!

Sreen Play 'outro' (SPOutro) is the little bit of Format where all those irritating loose ends are neatly tied together – or at least that's the theory! So all those games that came in too late for a full review this ish', or were too awful to merit a page, get the treatment here.

SPOUTING OUT!

So we say a game's the bestest thing since Mother's Pride bought a slicing machine! What does this mean? Should you immediately sell the dog for medical experiments and buy the game with the proceeds? No, it's a recommendation, a statement that this game is enjoyable, playable, well presented and is worth, in our opinion, investing hard-earned pennies in.

The score a game gets is a shorthand method of relaying information. The text contains a much more accurate guide to the reviewer's opinion of a game. In an effort to ensure each game gets a balanced review the reviews team are forever looking over each others shoulders, expressing opinions and laughing at pitifully low scores and the like.

The score and the review however are still an opinion. They should be viewed as an objective assessment of that games relative merit, both in terms of the initial financial outlay and lasting value.

As a team we try to iron out any personal prejudices, but this still doesn't make our word gospel. Take the instance where a game has a limited general appeal, but is particularly well executed and so deserves a high grade. Most players would not find the game thrilling, even though it's the best ever in its particular field. Conversely, if a game scores badly it may still appeal to certain players, but we are warning of the limitations of the program.

SILKWORM

Verdict 86%



■ 16 Blitz Plus £7.99

Yeah! Kill power! A jeep and a helicopter (doesn't that sound familiar) go for it, spraying laser death across a horizontally-scrolling landscape. Working in unison they fight Goose Choppers (de ja vu!) who assemble in mid-air, and take on huge end-of-level choppers. It's fast, sounds brilliant and is simple to play. One of the best shoot outs ever and it retails for just a meagre £8!

DRILLER

Verdict 88%



■ Kixx £7.99

Freescape stomps in at only £8 a shot! It's a classic polygon 3D adventure set on a decaying mining world. A real mind bender, this game manages to combine joystick dexterity with clever graphics and stunning puzzles. All merged in a classic blend of science fiction meets adventure, this one will have you right on the edge of your keyboard. Fly a spaceship and probe through 16 different zones in a race against time to stop the planet – as well as yourself – from being blown into various sub-atomic particles.

ADS

■ Loriciel/US Gold £24.99

Verdict 68%



Advanced Destroyer Simulator allows you to re-enact famous naval engagements of WWII in four different theatres of operations. You get the chance to be captain, gunner, chief cook and bottle washer on an armoured version of the Marie Celeste. On the boat you have to point the pointy bit (bow) in the right direction to blast the torpedoes at enemy shipping. A competent simulation, it gets dull on the longer journeys, but as they say, worse things happen at sea. The fighting is a tad limited by 'quantum' update, with ships suddenly appearing on the sky line. *ADS* falls between the two stools of true sim and action arcade, but still remains a fun, if limited diversion.

The Amiga Full Price Chart

Pos	Title / Publisher	Price	Rating
1 (3)	**Robocop 2**		
	Ocean	£24.99	80%
2 (1)	**Powermonger**		
	Electronic Arts	£29.99	FG94%
3 (7)	**SCI**		
	Ocean	£24.95	76%
4 (2)	**Teenage Mutant Hero Turtles**		
	Mirrorsoft	£24.99	35%
5 (8)	**Hollywood Collection**		
	Ocean	£24.99	Compilation
6 (4)	**F-19 Stealth Fighter**		
	Microprose	£29.99	FG91%
7 (-)	**Tournament Golf**		
	Elite	£24.99	70%
8 (6)	**Toyota Celica Rally**		
	Gremlin Graphics	£24.99	70%
9 (9)	**Indianapolis 500**		
	Electronic Arts	£24.99	FG92%
10 (10)	**Narc**		
	Ocean	£24.99	63%
11 (-)	**Platinum**		
	US Gold	£24.99	Compilation
12 (15)	**Total Recall**		
	Ocean	£24.99	77%
13 (11)	**Power Pack**		
	Beau Jolly	£24.99	Compilation
14 (5)	**Lotus Turbo Challenge**		
	Gremlin Graphics	£24.99	89%
15 (-)	**Sega Master Mix**		
	US Gold	£24.99	Compilation
16 (16)	**Wheels of Fire**		
	Domark	£29.99	Compilation
17 (-)	**Harpoon**		
	Mirrorsoft	£29.99	See below
18 (29)	**St Dragon**		
	Storm	£24.99	82%
19 (-)	**Manchester United**		
	Krisalis	£24.99	62%
20 (22)	**Strider II**		
	US Gold	£24.99	77%
21 (-)	**Interceptor**		
	Electronic Arts	£24.99	See below
22 (14)	**Golden Axe**		
	Virgin	£24.99	80%
23 (-)	**Super Off Road**		
	Virgin	£24.99	80%
24 (21)	**M1 Tank Platoon**		
	Microprose	£24.99	71%
25 (-)	**Full Blast**		
	UBI Soft	£24.99	Compilation
26 (-)	**AMOS**		
	Database/Mandarin	£49.99	N/A
27 (-)	**Fun School 3 (5-7)**		
	Database/Mandarin	£24.99	N/A
28 (-)	**Fun School 3 (Under 5)**		
	Database/Mandarin	£24.99	N/A
29 (-)	**Team Yankee**		
	Empire	£29.99	81%
30 (-)	**World Championship Soccer**		
	Elite	£24.99	60%

Budgetary Guard

There are more budget labels by the day! Who is selling what, what's next? *Format* brings you a quick guide to everything you need to know to make an informed choice, when you splash that tenner.

Label	Price	Next biggie
Action 16	£7.99	Sherman M4
Atlantis	£6.99	Snowball in Hell
Byteback	£6.99	Radio Control Simulator
Codemasters	£6.99	CJ's Elephant Adventure
Encore	£9.99	Paperboy
Hi Tech	£6.99/7.99	Top Cat
Hit Squad	£7.99	Operation Wolf
Infocom		
Mastertronic	£9.99	Zork II
Kixx 16	£7.99	Forgotten Worlds
Micro Value	£6.99-£9.99	Circus Games
Mirror Image	£9.99	Speedball
Sizzlers	£7.99-9.99	Blood Money
16 Blitz	£4.99	Space Salvage
16 Blitz Plus	£7.99	Continental Circus
Star Performers	£9.99	TBA
Zeppelin Platinum	£7.99	Kenny Dalglish Soccer Manager (!)



ROBOCOP 2 has made it! Following in the footsteps of its record breaking forbearer (*Robocop*) it looked likely to suffer at the hands of *Powermonger*, *Turtles* and *Kick Off II*. Metal Murphy's top spot now leads an Ocean chart attack with five games in the top 12!

LEMMINGS aren't here! Oh No! Well, not yet anyway, expect the folks to storm the chart next month. Word on the shelves is that the exploding dungaree brigade are all ready building bridges straight to the number one slot.



FACT

Six compilations make the chart this month, showing the pulling power bundles have over single games. The leader of the bunch is *Hollywood Collection*, which contains four of the biggest movie licences ever seen on the Amiga. For only a fiver more than a 'new' title it makes the wait seem almost worth it!

BELOW

Harpoon - not reviewed when released. A thorough modern naval warfare sim. Charts and maps galore, but lacks pace. AFV 71%

Interceptor - So old AF wasn't even born when it was released! Pretty sharp arcade/flight sim crossbreed. AFV 83%

There are now three places where Amiga users can guarantee to save money.

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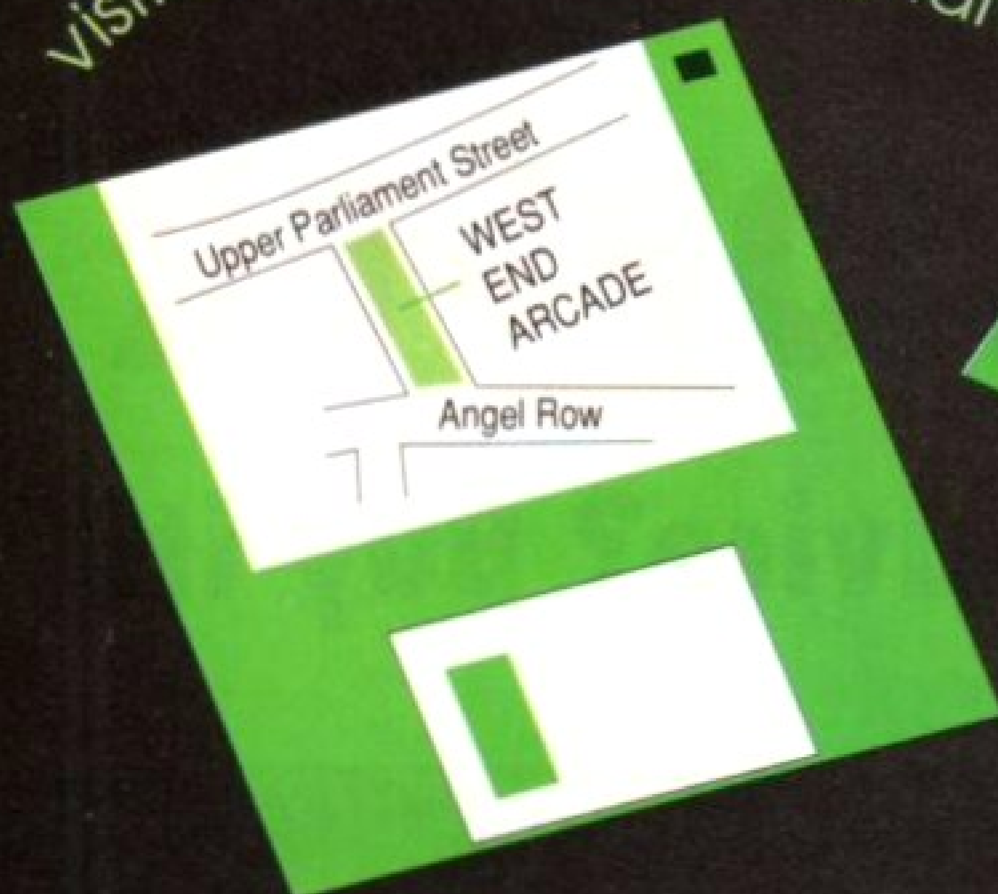
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GAME Busters

As the harsh winter turns into spring and the last of the frost melts off our codlings, the time comes when all young gamers are looking for a little excitement. So off they all go to the software shop to purchase the latest smash hit, only to find that the old difficulty level is set on 'Bleedin' Impossible'. This looks like a job for secret tips expert **MAFF EVANS**...

WINNERS BOX

Some hefty tips here, so there are some... er... hefty winners? No that can't be right. Never mind, the people in question are The Madeiran Brothers for the *Dragon's Lair II* solution, Mick Heyes for the *Robocop 2* diagrams and finally Alex Churchill for rescuing those poor little Lemmings. Vouchers will be on the way to you soon!

If you think that you can do better than these tips, then get them in to GAMEBUSTERS, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW. Oh, and please keep those *DeluxePaint* maps and diagrams coming in! They're much more useful (not to mention much prettier) than simple pencil and graph paper sketches!

LEMMINGS COVER DEMO

Right, you had the codes last month, so now it's time to let you know how to complete all 3 levels. yes! The third level IS possible after all!

LEVEL 1
This should be a doddle.

To begin with, turn the second lemming that drops out into a blocker to stop the rush. When the first lemming is about to fall into the gap, turn him into a builder and keep building until he gets to the other side of the gap. Wait until he is about to hit the block and turn him into a basher. Now go back and make the blocker into a bomber to let the other lemmings free. They should now all walk to the exit.

LEVEL 2
Watch out! There's traps about!

Let each of the first lemmings out of each door walk a few steps, then turn them into blockers. Make the second lemming out of the left-hand door a floater and the second out of the right-hand door a blocker just before he reaches the water. This should stop any of them dropping into the drink!

You should now have one lemming at the bottom. When he gets to the big block on the left, make him a basher to smash through it. Turn him into a builder when he gets through to make a bridge over the trap. Once he is past the trap, turn him into a builder again to bridge the gap to the exit. Remember to keep building until he's all the way over!

Now you need to get the lemmings left at the top down safely. To start with, make one of the lemmings on the right a miner (the one with the pickaxe) when he's facing right. Once he's digging, whop the release rate up to top whack. When they're all out of the doors, turn one of the lemmings on the left into a digger when he is above the grey, spongy rock at the bottom. The lemmings should all hang around in the shaft that the digger is making and drop safely onto the rock. To get the lemmings on the right free, just turn one into a basher when he gets to the grey rock to smash through. Now you'll have to turn the blockers at the top into bombers, but you should still get 96% (hopefully)!

LEVEL 3
One way to freedom.

This is the tricky one! It's a bit tough to explain, so refer to the diagram for help.

Let the first lemming walk a few steps, then make him a builder and keep him building until he hits the wall. When you see a lemming facing left at the top of the ramp, make him a builder and when he runs out of bricks, make him a builder again.

Referring to the diagram, turn a lemming at point A into a bomber. If you hit one right, he should walk up to point B before

Continued on Page 107

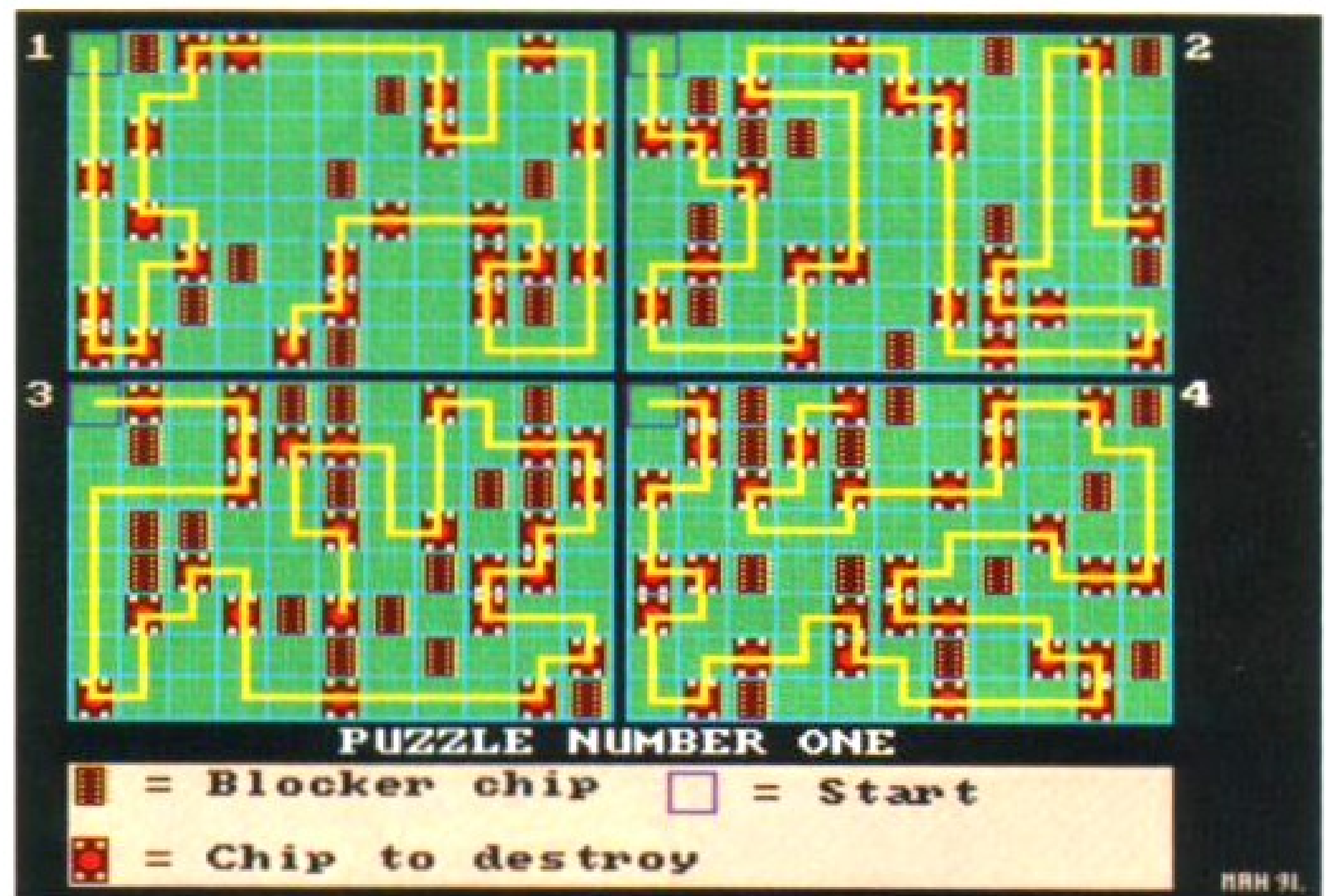
ROBOCOP 2

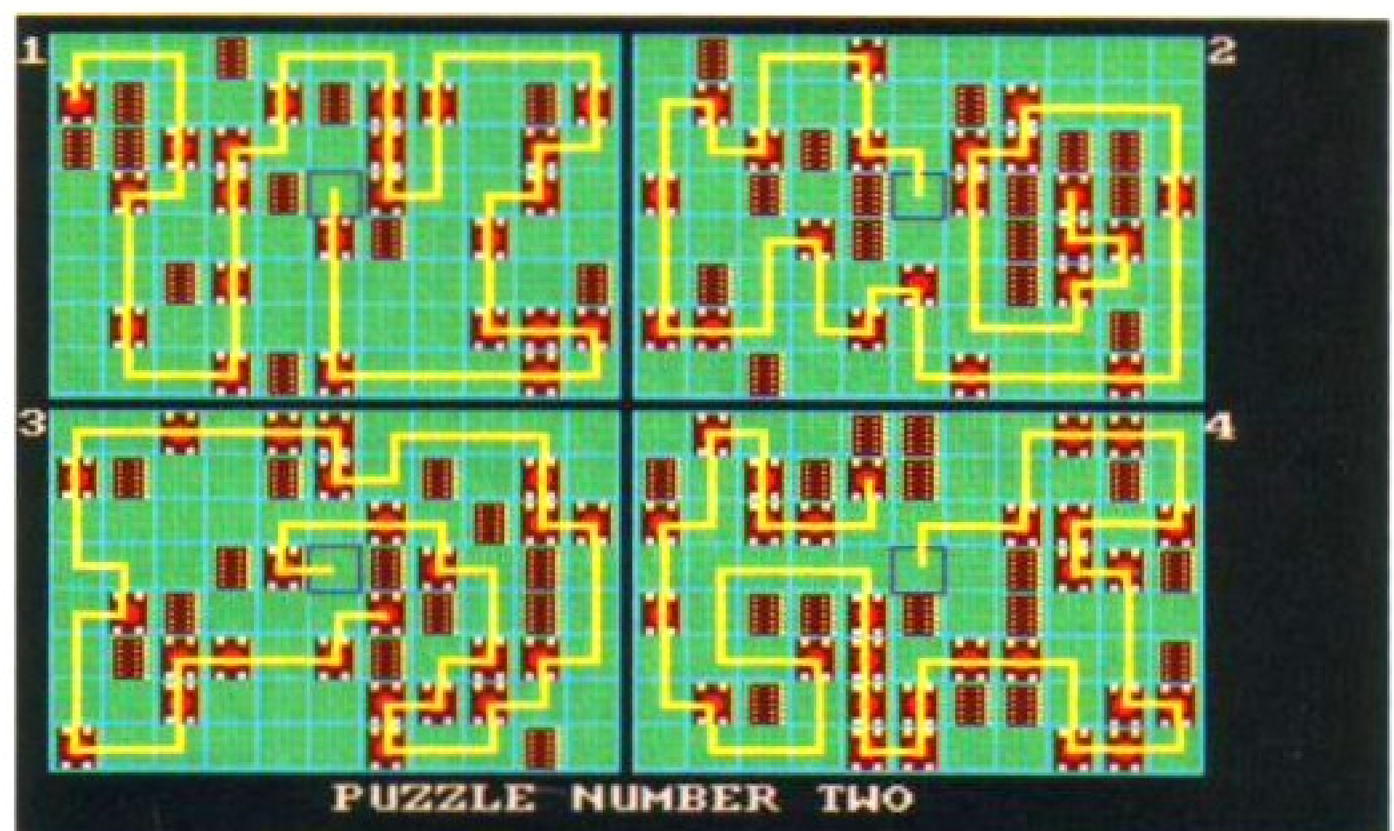
Another one of those 'sent in by so many people...' hints, this one. If you did send it in, thanks anyway. It's better to have hundreds than none at all!

If you're having trouble beating the gangs, then simply type in SERIALINTERFACE on the title-screen to access the cheat mode. now you can restore your energy by pressing F9 and skip levels with F10. THAT hard, eh?

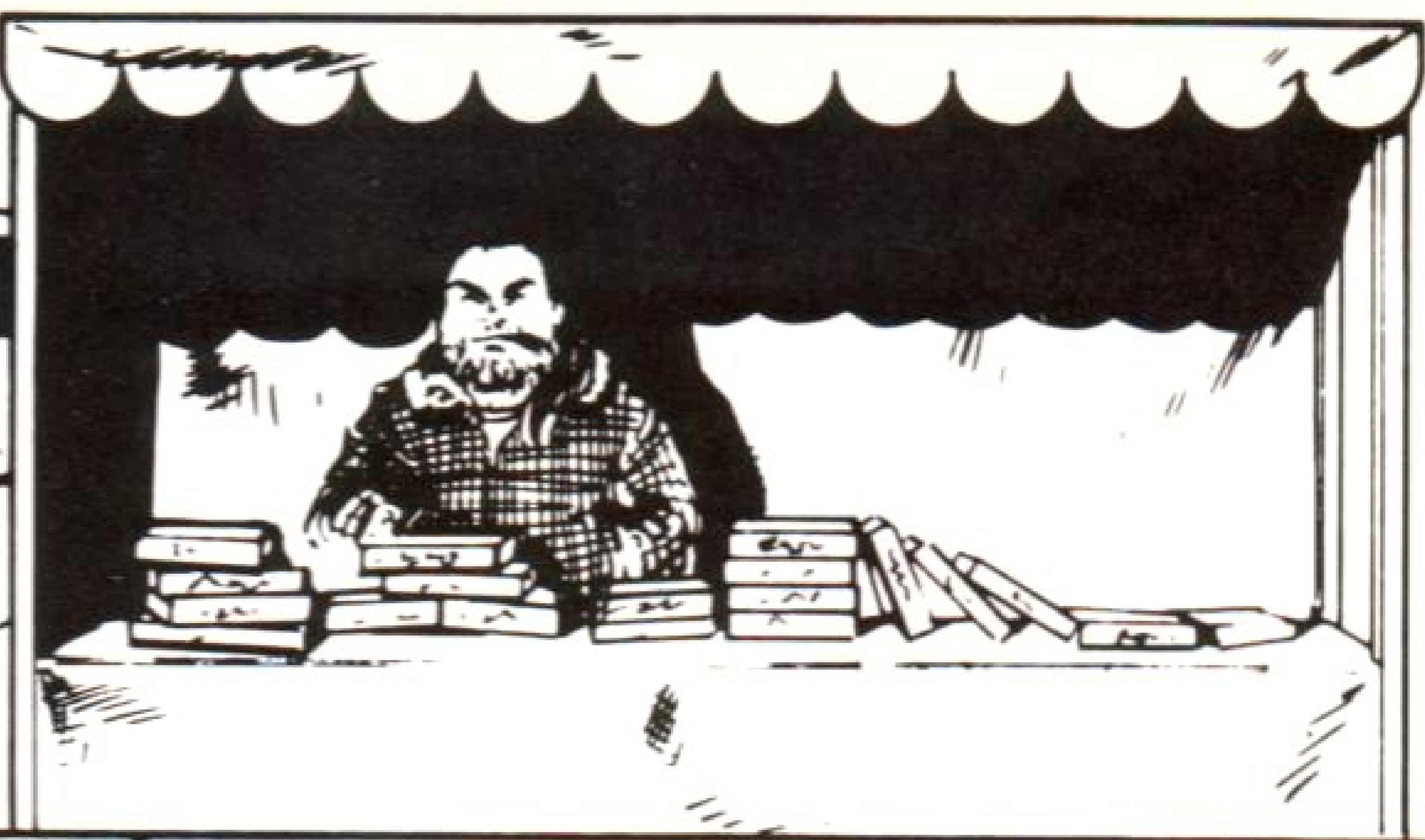
Even with a mega-hard Robocop, the puzzles may be difficult to beat, so here are the routes that you should follow.

Maps sent in by
Mick Heyes,Nelson, Lancs

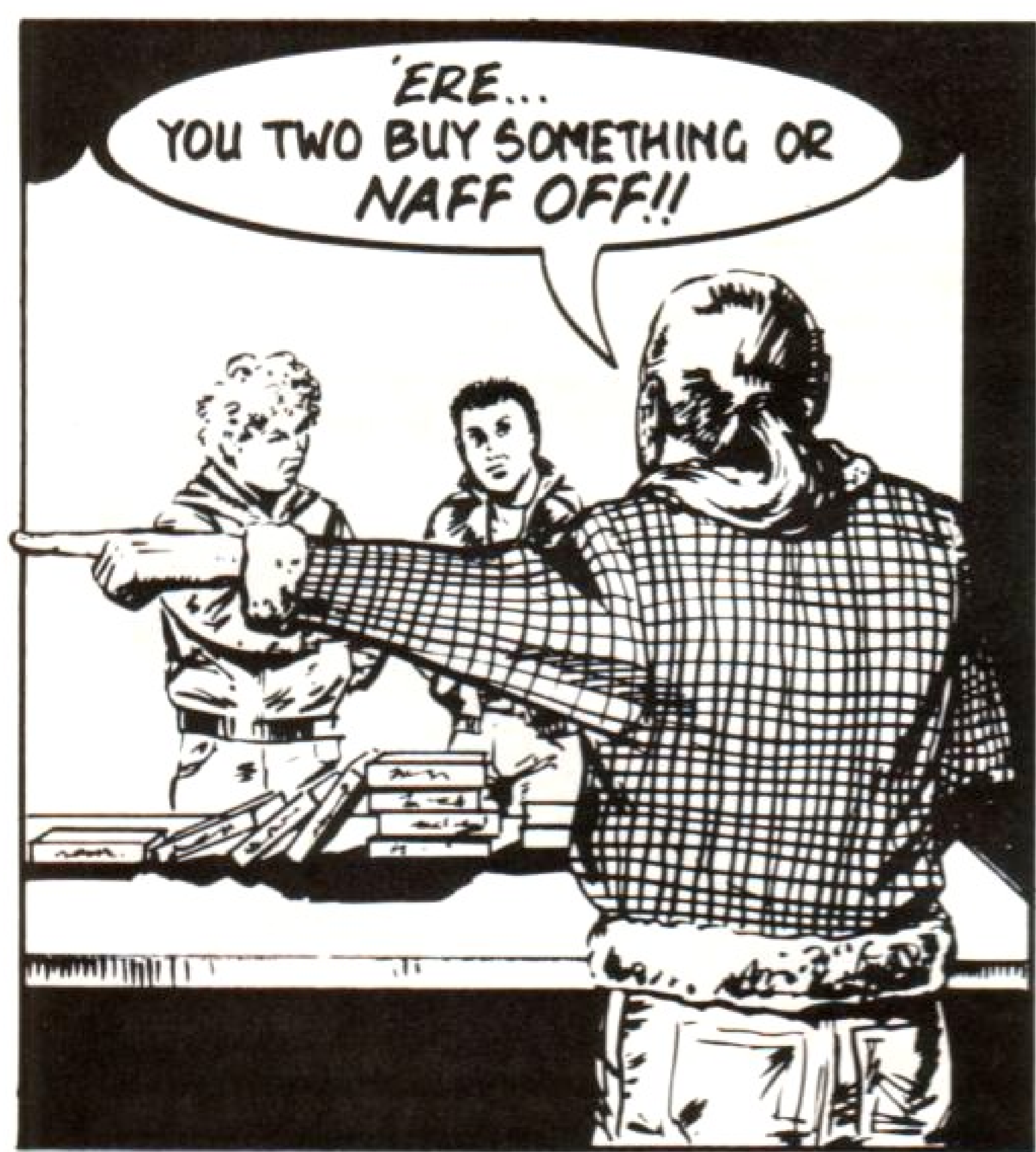




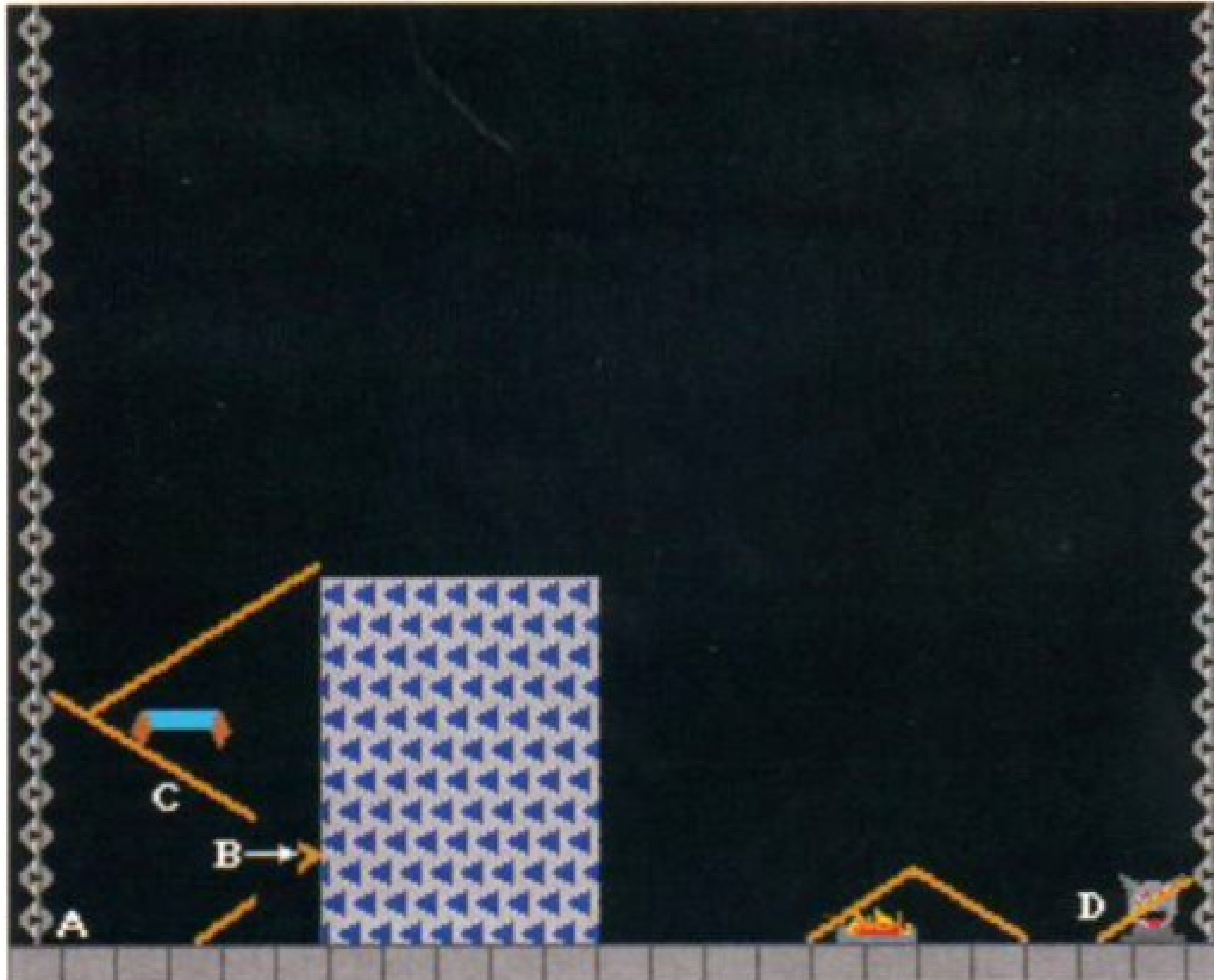

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blowing up, preventing all the lemmings from trolling up the ramps. As soon as you have done this, make another builder at point C and keep him building until he has ramps zigzagging to the top of the one-way block. As soon as he gets there, turn him into a floater so that he drops off the end safely.

When he's just about to reach the fire pit, make him a builder again, clicking on him once more when he runs out of bricks. He should have built two bridges over the pit, allowing him to drop safely on the other side. You don't want him to go into the exit yet, so make him a builder to build a bridge over the steps up to the wall. When he turns around and starts to walk the other way, wait until he is two floor-blocks to the right of the end of the bridge he built over the fire pit and make him a builder. The timing is tricky – so be careful! Make him build twice so that he meets the top of the ramp and walks down the other side.

Let him walk to the one-way block and turn him into a basher to smash through it. Now you should (hopefully) have enough time to get all the lemmings to the exit. Make the first one there bash through the bridge at point D and they should all escape.

Alex Churchill, Bournemouth, Dorset

DRAGON'S LAIR II – TIME WARP

Another overpriced 'interactive cartoon' which isn't really all that interactive. Still, there are a lot of people out there who did actually buy it, so here it is – that solution in full!



SCREEN 1
When Dirk's mother-in-law starts to swing her rolling pin, push left.

SCREEN 2
Press down when the screen appears, then right when Dirk is on the drawbridge to escape the tentacle's clutches.

SCREEN 3
When the snake's head appears, press fire then move right.

SCREEN 4
Pull DOWN as soon as the screen appears then left to dodge the snake.

SCREEN 5
As soon as the Dirk appears move LEFT to dodge the mother-in-law then UP to jump on the snake.

SCREEN 6
Push UP to jump to the next ledge.

SCREEN 7
Whe the rock starts to shake from side to side, pull DOWN to make Dirk jump off the ledge, then pull DOWN again before he jumps into the hole.

SCREEN 8
When Dirk is sitting on the time-machine press FIRE, then push UP.

SCREEN 9
When the monster appears, press FIRE to make him retreat again.

SCREEN 10
When the screen appears, push UP to make Dirk climb onto the time-machine, then quickly push RIGHT to make him jump towards the skeleton.

SCREEN 11
When the serpent appears push LEFT then hit FIRE. Next push LEFT again to jump safely out of the ribcage.

SCREEN 12
Quickly pull DOWN when Dirk appears to make him land on the time-machine. When he gets there, press FIRE to hit the snake.

SCREEN 13
When Dirk lies down, press FIRE to swipe at the serpent underneath. Next, quickly push LEFT to make Dirk hold onto the machine and then LEFT again to pull himself onto it. Lastly, press FIRE to hit the last snake.

SCREEN 14
As soon as the screen appears, press FIRE straight away to destroy the serpent, then quickly push RIGHT. When Dirk places the sword on the time-machine then press FIRE to send Dirk right back to the prehistoric era.

SCREEN 15
When Dirk arrives, push UP to make him face the flying dinosaur quickly followed by FIRE. When the second dinosaur appears, then press FIRE once again.

SCREEN 16
Just before Dirk and the Pterodactyl reach Mordroc the Wizard, push UP to avoid his staff.

SCREEN 17
When the Pterodactyls reach the right-hand side of the screen, press FIRE to swipe at it and then push UP to drop down to the Pterodactyl beneath you.

SCREEN 18
When Dirk gets near the rocky ledge, push RIGHT to break free and jump onto the ledge.

SCREEN 19
When the screen appears, pull DOWN to make Dirk roll on his back, then press FIRE to hit the Pterodactyl. As soon as the next scene appears, pull DOWN, then you must immediately press FIRE. When the third scene appears, push LEFT and then quickly RIGHT to put on the wings, then push UP as Dirk starts to run to make him take off.

SCREEN 20
As soon as you start to see Daphne falling, pull DOWN to make Dirk swoop down and catch her.

Continued overleaf ▸

SCREEN 21
Pull DOWN to make Dirk dive in the mud, then push RIGHT to collect the sword. Finally push UP to get back to the time-machine.

SCREEN 22
On this screen, Dirk will climb the vine without you doing anything!

SCREEN 23
When the angel appears, pull DOWN then push UP to avoid the wand and continue climbing.

SCREEN 24
When Dirk appears through the clouds, pull DOWN to avoid the wand then push LEFT.

SCREEN 25
Push UP twice to escape from the angel and the babies (!) and climb over the wall.

SCREEN 26
When Dirk appears, push LEFT then DOWN to land on the branch, then push UP then RIGHT to escape.

SCREEN 27
When Dirk confronts the snake, press FIRE to swipe at it, then hit FIRE again to make it drop Dirk. Finally, press FIRE once again to defend yourself.

SCREEN 28
Push RIGHT when Dirk starts to swing to the right, then push UP.

SCREEN 29
Pull DOWN when Dirk is being carried up by the snake, then push RIGHT when he drops to the floor.

SCREEN 30
As soon as the snake starts licking, press FIRE to hit it.



SCREEN 31
Press FIRE as soon as the screen appears to activate the time-machine.

SCREEN 32
Push UP to make Dirk jump onto the rock and press FIRE to throw the sword through the Wizard's arm.

SCREEN 33
The scene cotinues...

SCREEN 34
Mordroc expresses his apparent distress at getting pierced by a sword.

SCREEN 35
When the screen appears, push UP, then LEFT, then DOWN and finally RIGHT to escape.

SCREEN 36
Push UP to make Dirk jump on the rock, then push RIGHT and hit FIRE to retrieve the Death Ring. Finally, push LEFT to escape.

ST DRAGON

Even with the serious amount of weaponry that this steel serpent has, the going can still be a bit tough. What can you do? Simply hit the caps lock key and enter DECAFFEINATED followed by Return. The top of the screen should scroll to show that you have infinite lives.

Darren Chambers,
Trowell, Nottinghamshire

TREASURE ISLAND DIZZY

This little budget game seems to have found quite a few friends judging by the charts, so here is a little tip-ette.

As soon as the game starts, type in ICANFLY. Now stand at the edge of the beach and jump. Well, guess what? Dizzy can fly! What a surprise.

Adrian Pannet,
Shrewsbury, Shropshire

SCREEN 37
When Mordroc is just about to fire the enegry bolt, push UP, quickly followed by FIRE to throw the Death Ring.

SCREEN 38
The Death Ring falls on Mordroc's finger.

SCREEN 39
As soon as the screen appears pull DOWN to retrieve the sword.

SCREEN 40
Pull DOWN to leap from the rock and press FIRE to destroy the gas bag.

SCREEN 41
Before the rocks above start to crumble, pull DOWN to jump to the floor, then push LEFT and immediately after push UP to reach Daphne.

SCREEN 42
When Dirk starts to bend over, pull DOWN to avoid the flying Pterodactyl, then press FIRE. When the second Pterodactyl comes along, press FIRE again.

SCREEN 43
When the Pterodactyl appears, press FIRE to swipe at it and when it comes around again, press FIRE to hit it.

SCREEN 44
Daphne starts to awaken from her deep sleep.

SCREEN 45
When the Pterodactyl comes along, press FIRE.

SCREEN 46
The big finale. Daphne falls into Dirk's arms and they embrace passionately... that seems strangely familiar!

The Madeiran Bros,
London

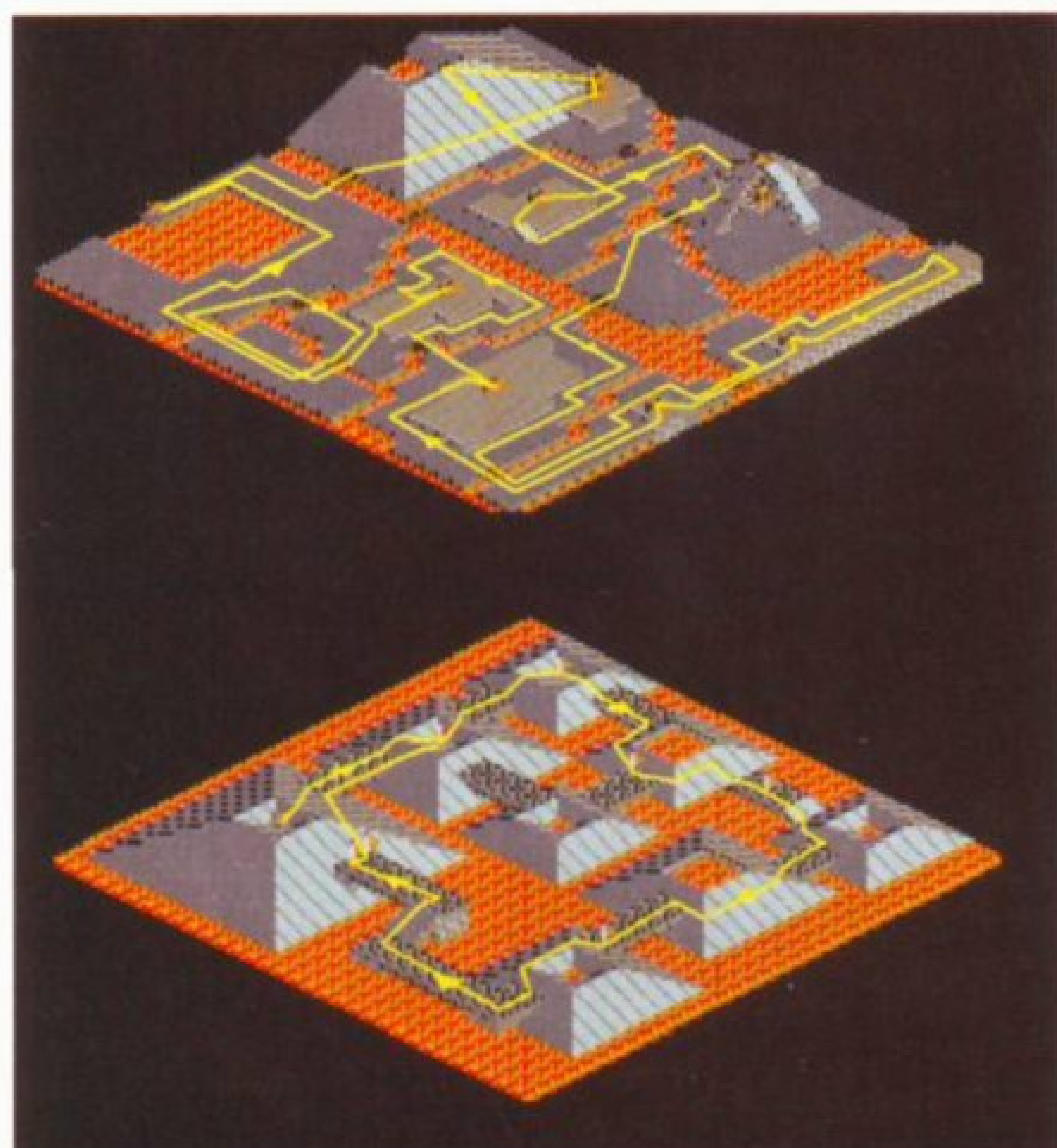
Continued on Page 110

NEXT MONTH'S TIPS

After slugging it out to produce a bestselling tips book as well as this marvelous section every month, Maff has decided to farm some of his GAMEBUSTERS out to his slaves. They have been working away to put together some pretty extensive Captive tips, which we will try to start bringing to you next issue. Also impending are Prince of Persia tips and maps. For these and other prize pieces, keep watching this space!



Lavalite



Spindizzy Easy

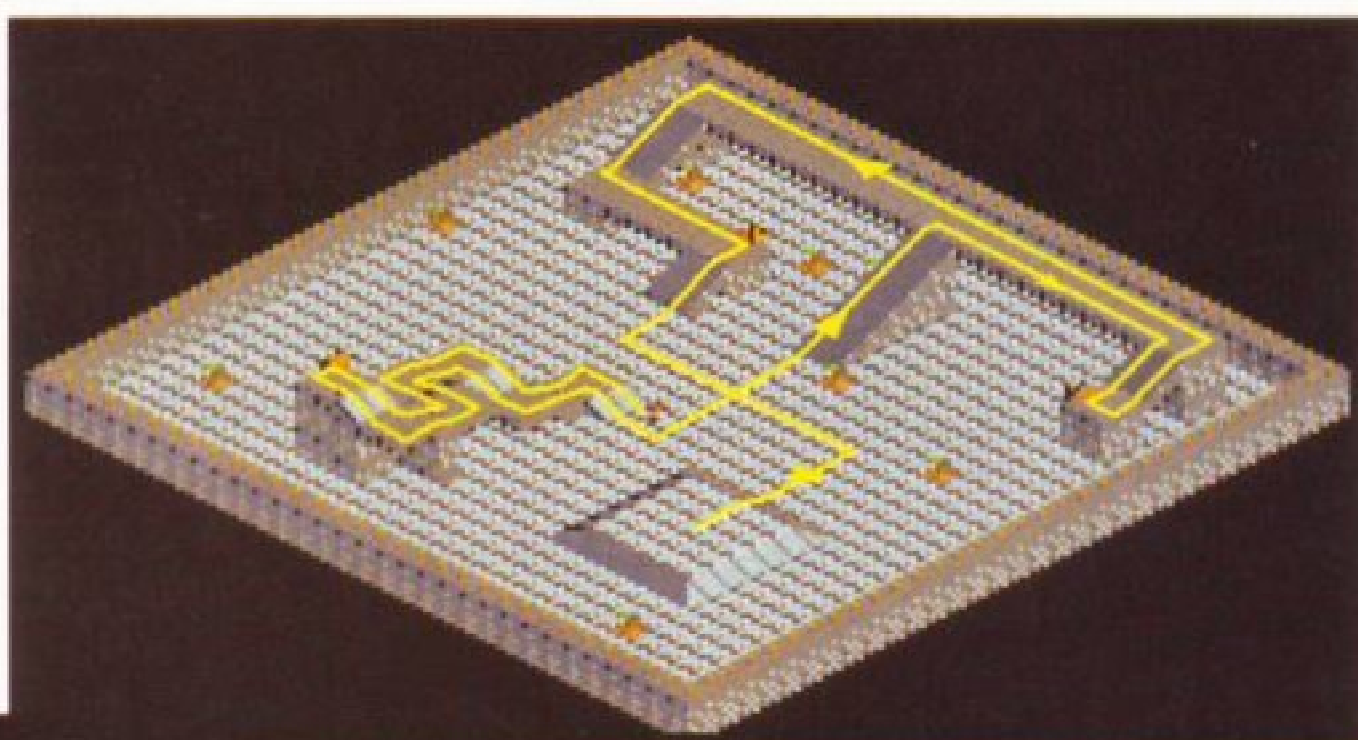


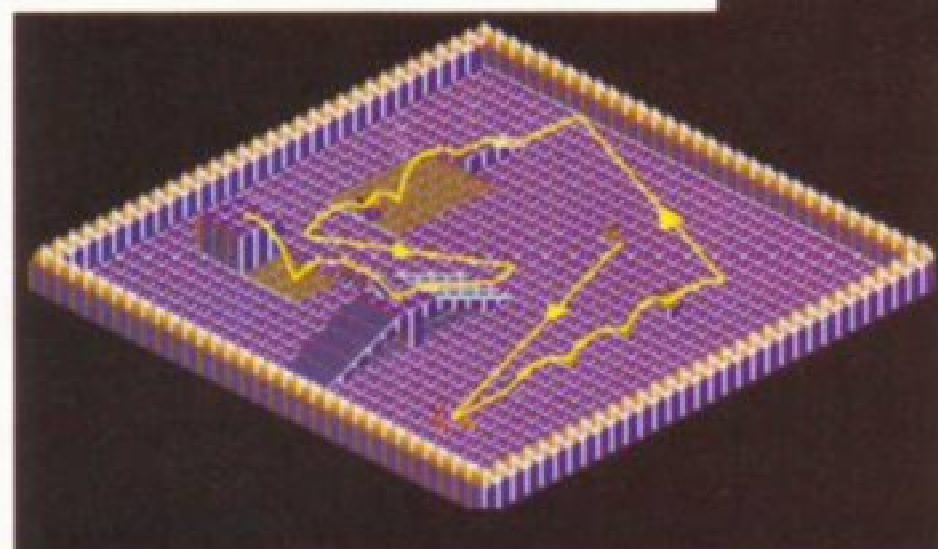
Follow the yellow line for the best route around the first two Lavalite levels. It isn't necessary to collect all the jewels on the first level in order to complete it, but you have to get the lot on level two.

Split Up

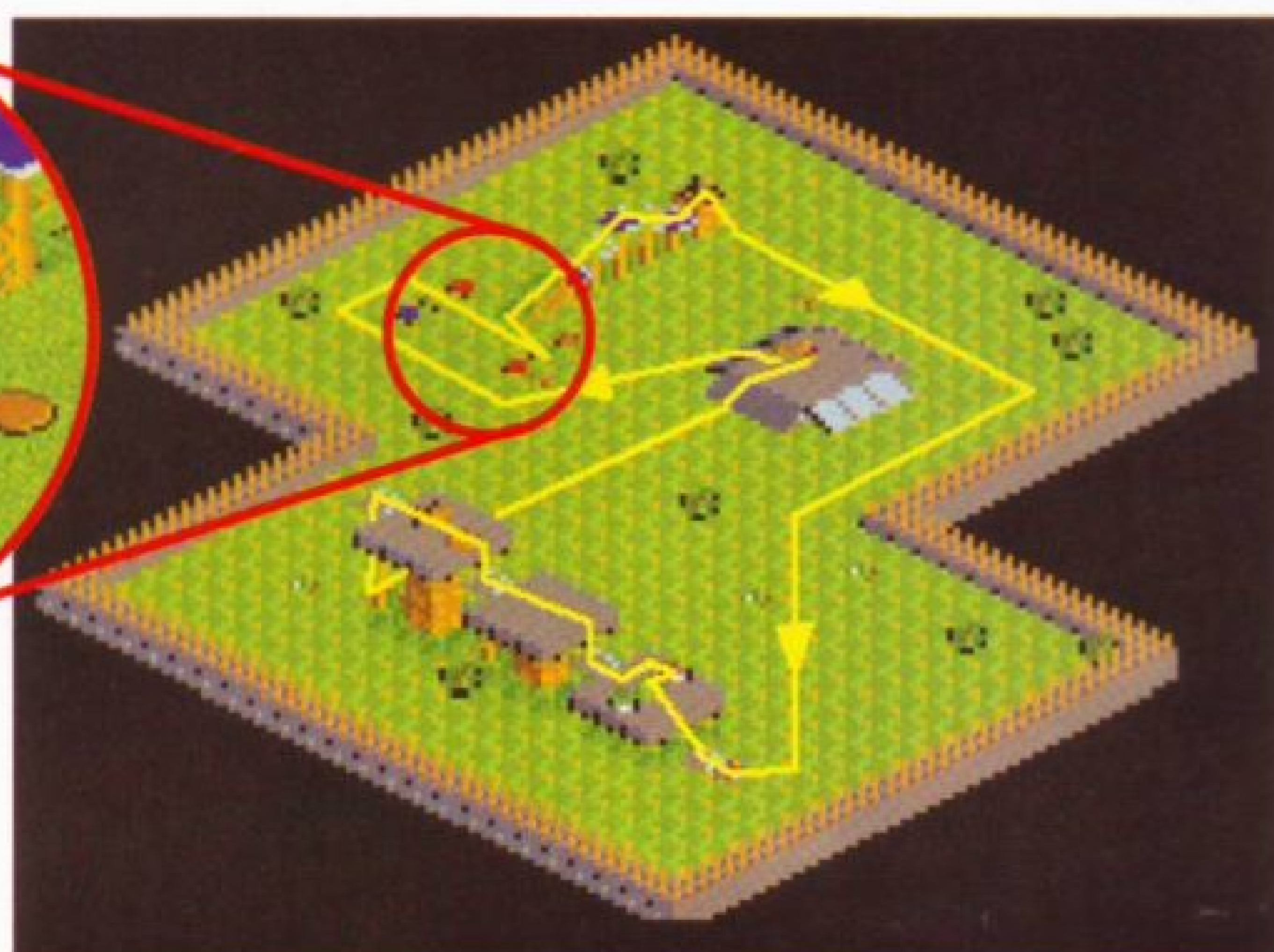


Simply follow the route of the yellow line on the map, and you will find the exit at the same point where you entered.

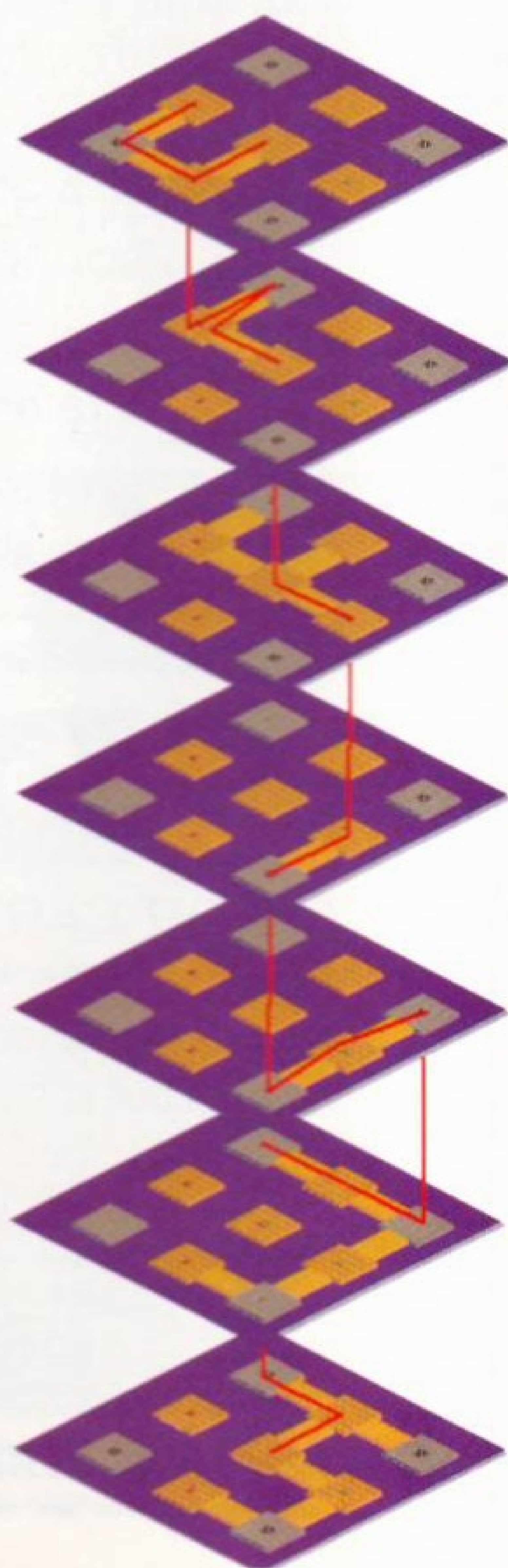




This is the first level to confront you with trampolines. The most important thing is to start your run-up in the correct position, and the jump will take care of itself. If you follow the route marked on the map at left, the first jump should be started in the middle of the square with the red arrows surrounding it, the second from right against the wall, and the third from the back of the second square of the "Diving board" all jumps run-ups should be done using the fire button for extra speed.



The only critical bit of this otherwise simple level is to use the green square switch, and then the green round switch, to put all the lifts in motion. Then travel across the lifts using timing to avoid taking any drops that are too large.



Worlds dizzy

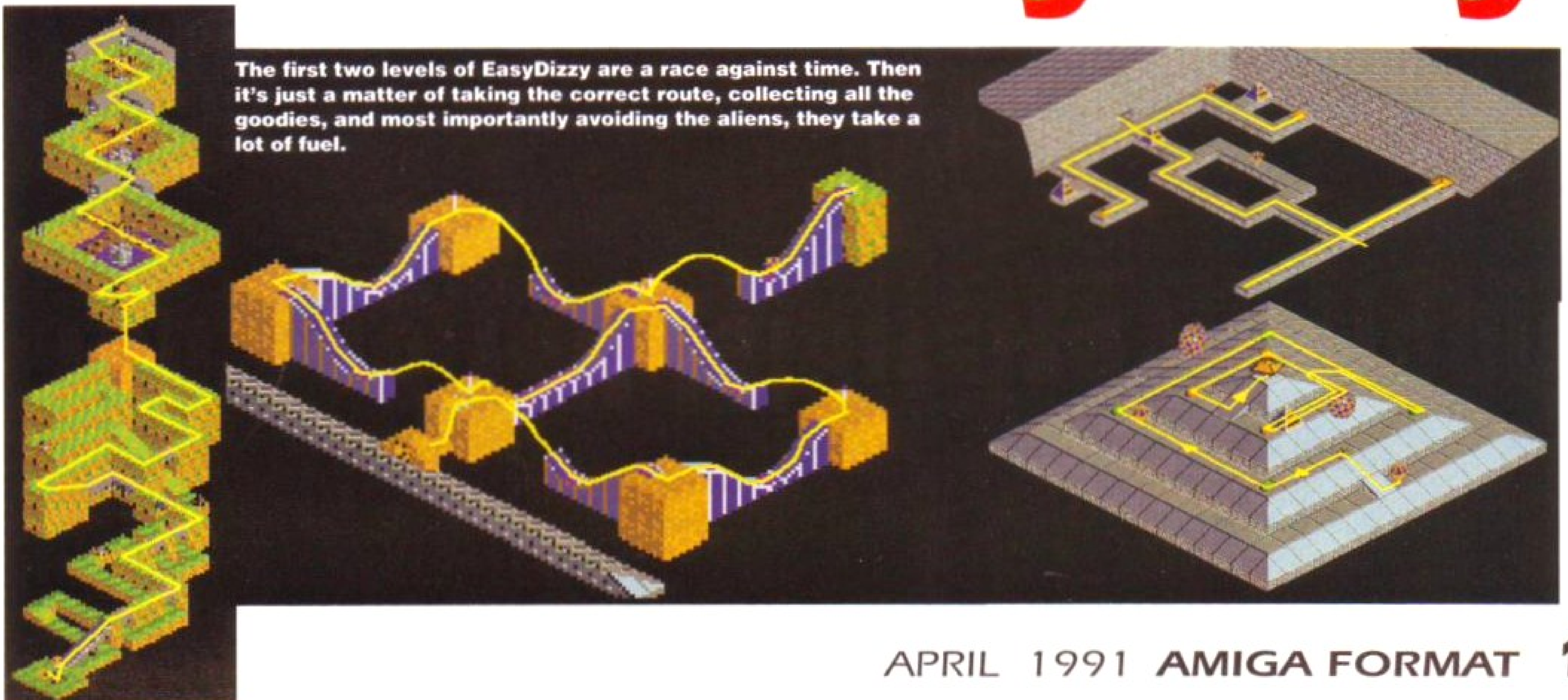
Gargoyle

Make the black lift raise by activating the red switch, when it is level with the cross ramp stop it with the blue switch. After collecting the jewels, use the lift as a ramp to jump over the black switch. Start at the very back of the lift platform, and accelerate using the joystick button for extra speed. You should now find the next gargoyle door open for you.

Collect the four fuel balls at the corner of the platform, it doesn't matter at this point whether you touch the green switches or not. Then activate one of the brown switches to make the gargoyle door raise. Now you must not touch the green switches or the door will fall again before you can exit this room, so follow the path through the switches and under the door.

After collecting the fuel, stand on the blue switch, as near to the gargoyle door as possible, and wait for the door to raise to its full extent. Once the door is fully up accelerate towards it using the fire button for extra speed. As soon as you touch the red switches the door will begin to fall, but you will have just enough time to make it underneath. Now just collect all the fuel on the ramps to open the door to the exit.

EasyDizzy



The first two levels of EasyDizzy are a race against time. Then it's just a matter of taking the correct route, collecting all the goodies, and most importantly avoiding the aliens, they take a lot of fuel.



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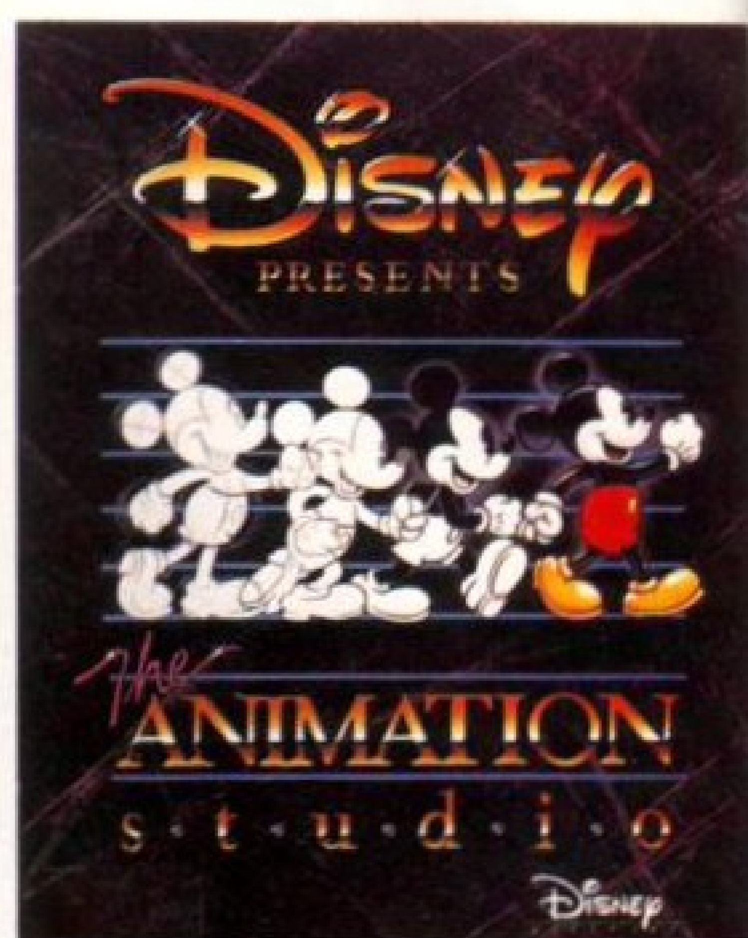
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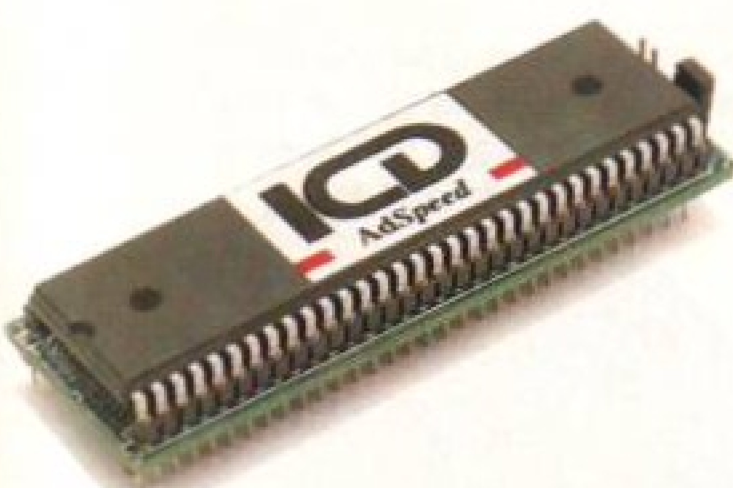
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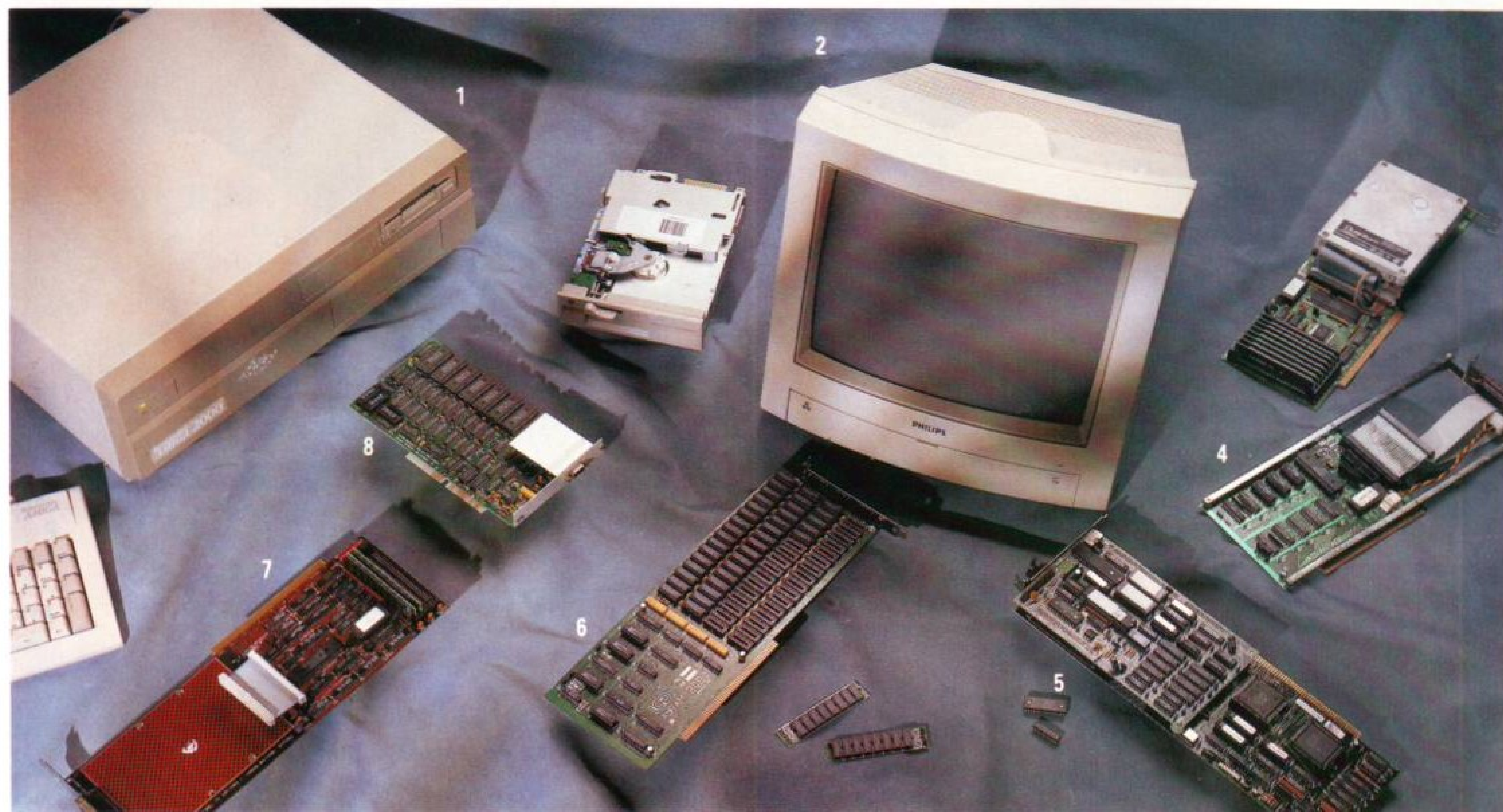
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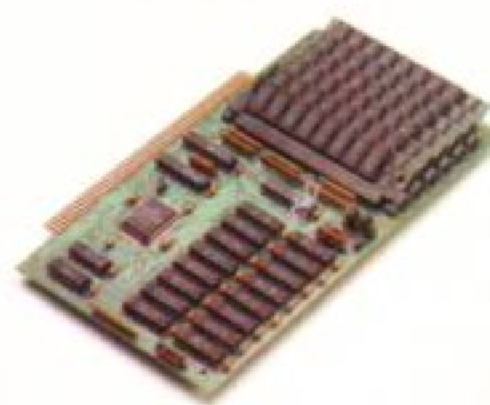
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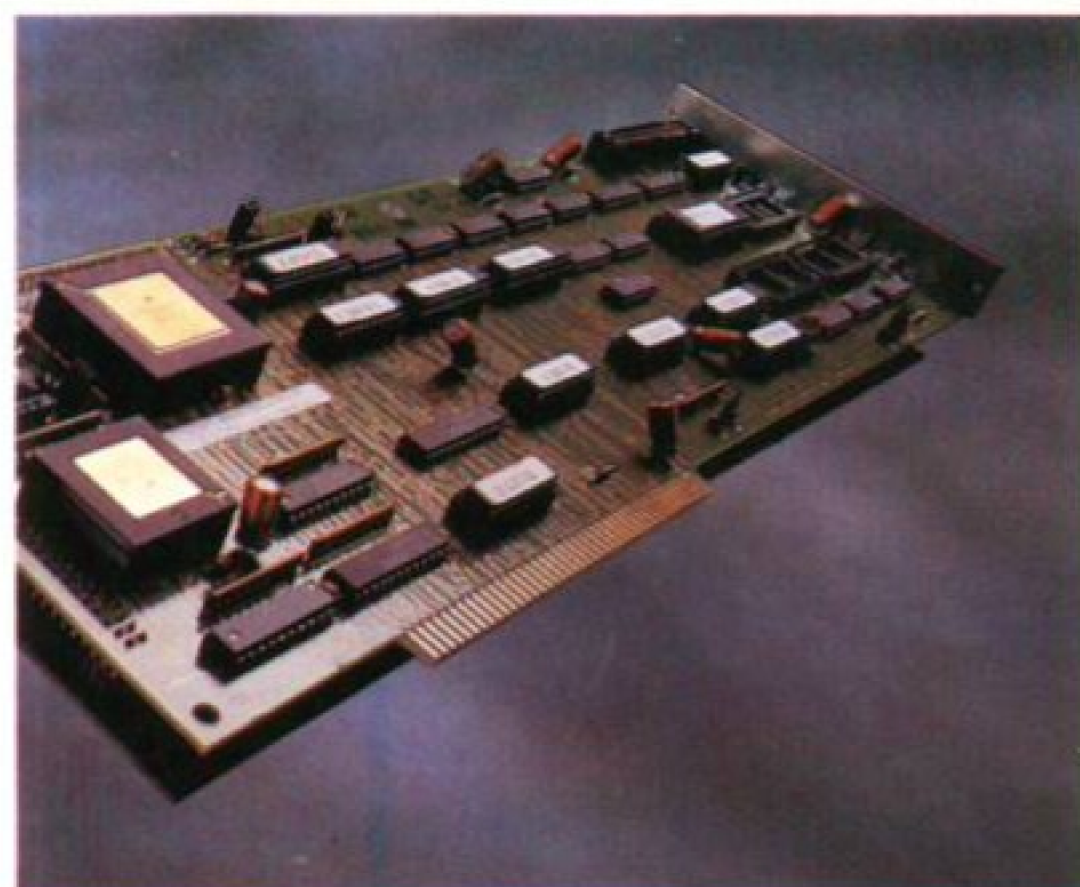


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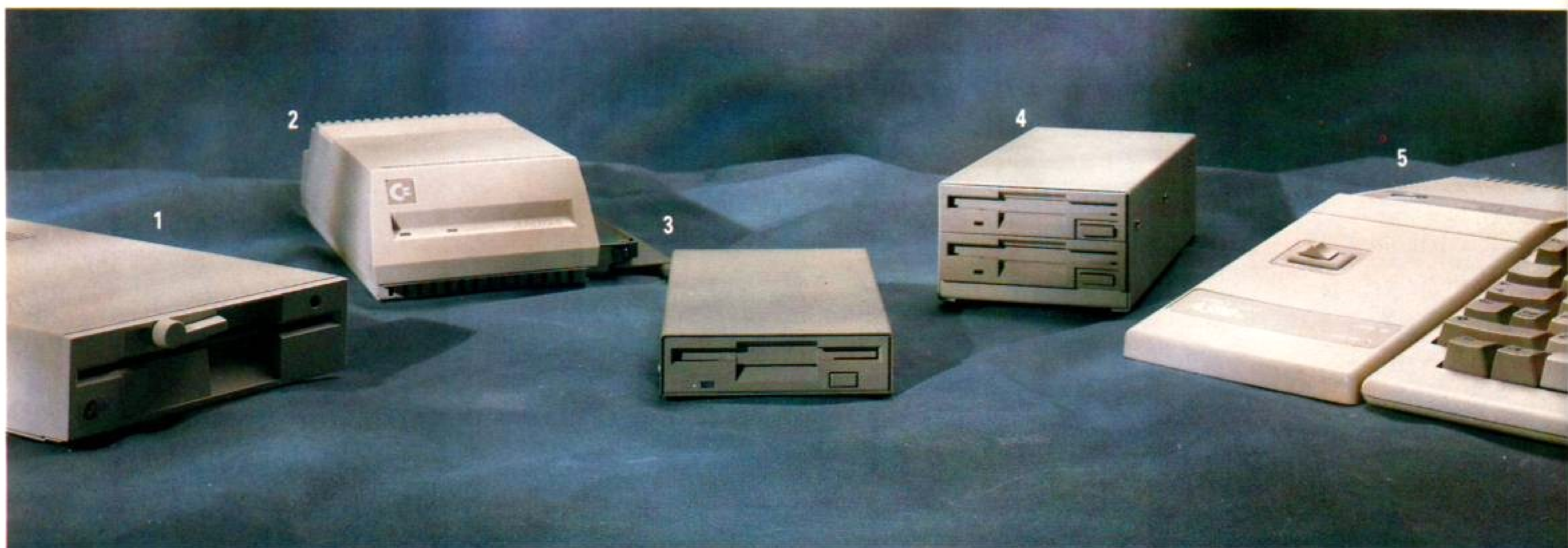
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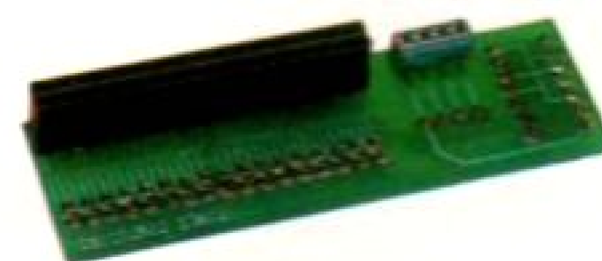
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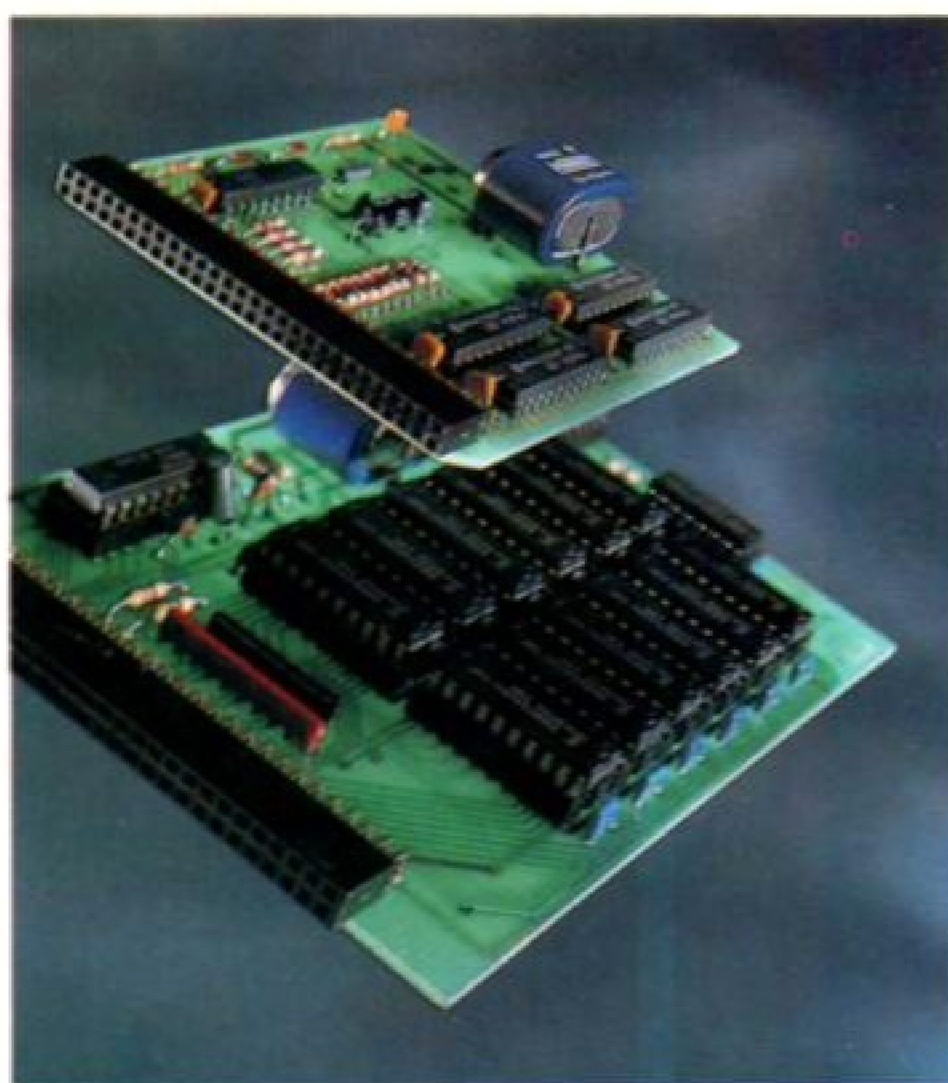
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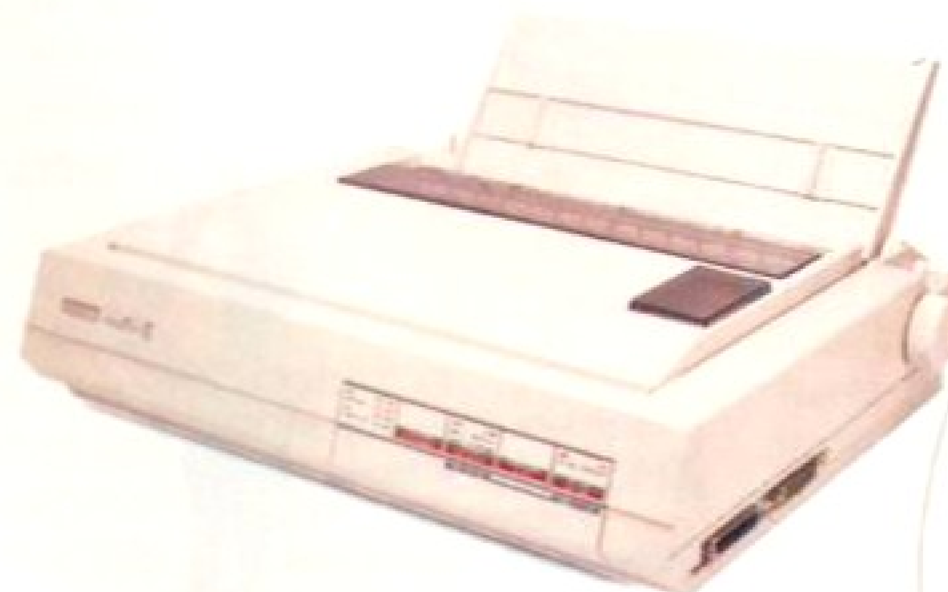
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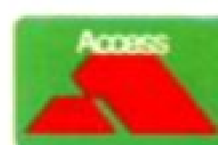
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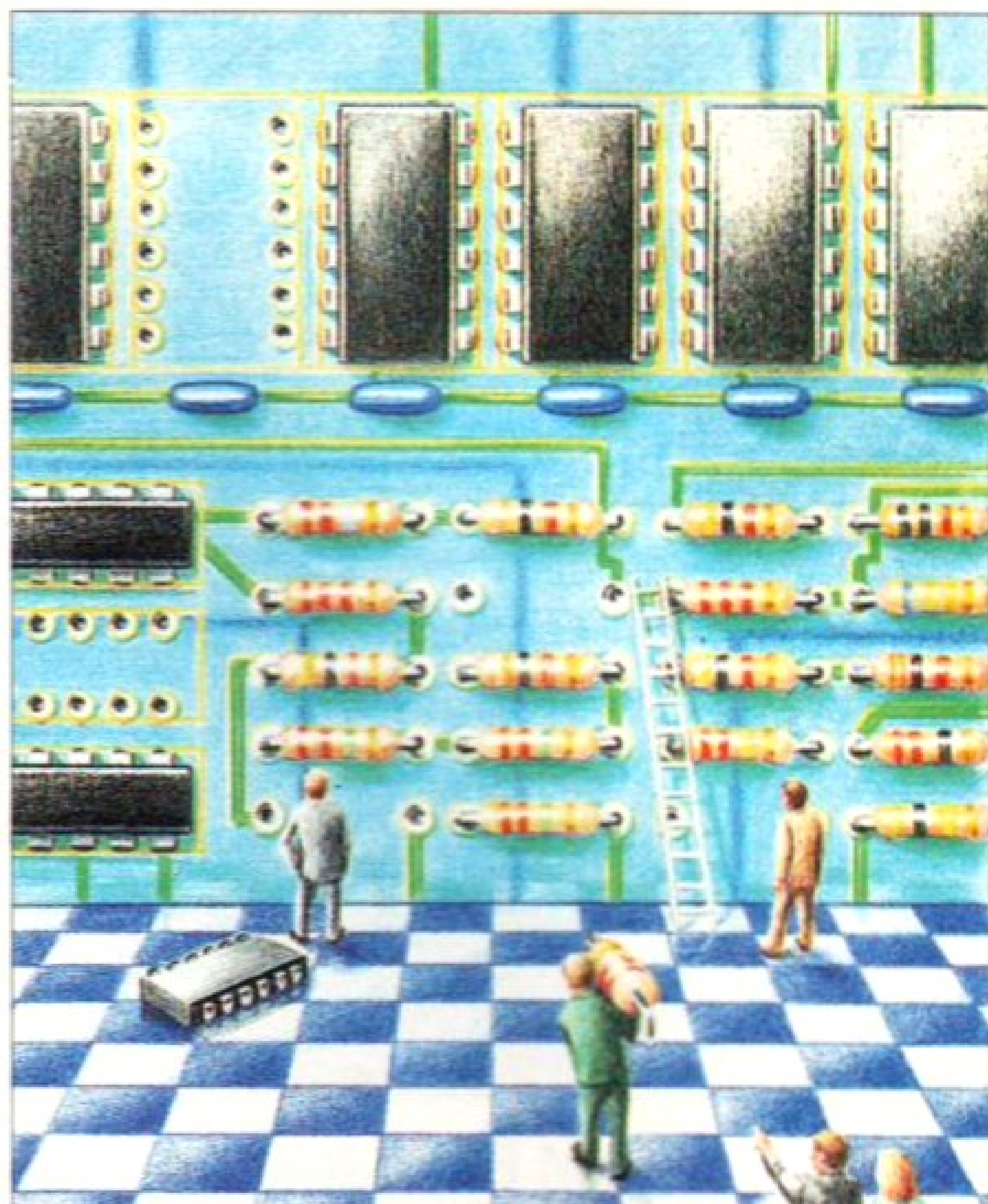
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We gave **PAUL OVERAA** a Deluxe Paint background drawn by Maff and asked him to write a demo to whizz a sprite around over it using the joystick. The end result is a simple lesson in how to get your pictures into games…

Our first step, namely the drawing of pictures and graphics objects, couldn't be simpler. Nowadays almost all graphics design work starts with programs like *Deluxe Paint*. These programs are not just for artists and 'doodlers' – they are also brilliant development tools. You can use them for everything from creating static displays to designing gadgets, menus and anything else you might need.

To save pictures, almost all Amiga graphics packages use a standard devised by Electronic Arts and adopted by Commodore called the Interchange File Format, or IFF.

One option for reading graphics into your program is to use IFF pictures and brushes directly. Electronic Arts and Commodore have released a substantial amount of information for those wishing to produce programs that read and write IFF data and this includes public domain utility software to help. Anyone doing a lot of IFF programming will find this useful, even though it is heavy going to start with.

Displaying a Picture

Picture data is stored as a series of data items representing the video 'scanlines'. Each scanline consists of the data from each of the bitplanes, possibly followed by an additional 'pseudo-plane', defining the masking. The 'interleaved' approach ensures that all of the data needed to produce a given scanline is kept together – this is often convenient.

Providing you understand this programming you can use uncompressed data simply by reading (and de-interleaving) the rows of pixel data and pushing them into the appropriate bitplane memory locations of your application program's display.

Unfortunately, there is usually a minor snag. Most programs that produce IFF picture files compress each row of their BODY chunk data using a scheme that is known as 'ByteRun1' compression. Before you can use this data it has to be decompressed, so that's another problem to be solved. The public domain decompression routine, called *UnPacker*, was written by Jerry Morrison and Steve Shaw of Electronic Arts and you'll find it listed in Addison Wesley's *Includes and Autodocs* manual.

The Bitmaps

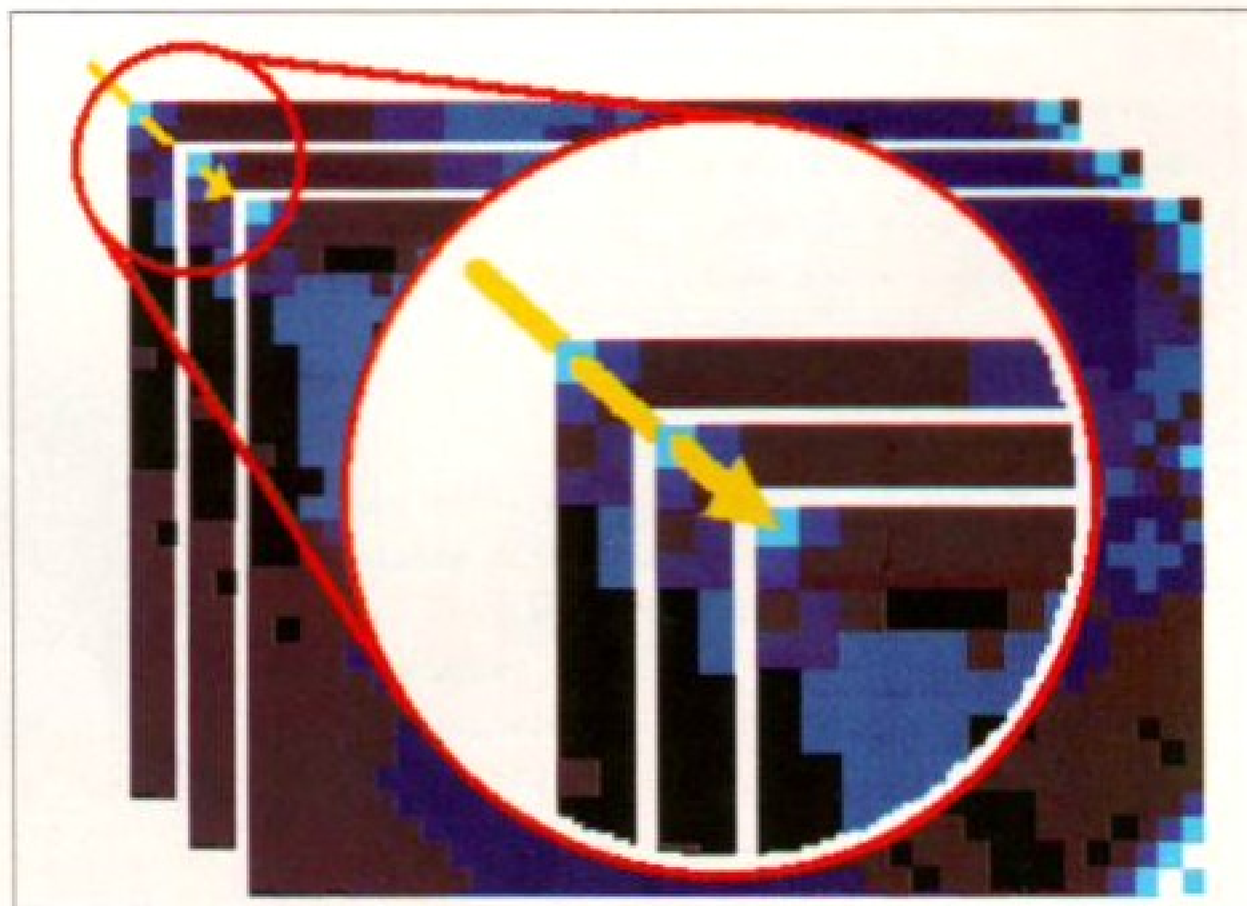
Pictures are stored using an IFF form called an interleaved bitmap (ILBM). This is actually quite a simple concept if you think about it carefully. Each pixel (little dot of colour) on the screen is represented by a 'bit' of digital information (a 0 or a 1 in binary). The bits are laid out in a 'map' that shows the position of the pixel on screen: so the top-left bit in the bitmap represents the top-left pixel on the screen.

The bitmap is actually composed of a number of layers, each of which is called a 'bitplane'. In the simplest case, if you are only using two colours on the screen, one bitplane would suffice: so each bit could be set to either 1 or 0 to represent black or white, say.

If you want more colours on the screen, you simply lay a second bitplane on top of the first. The colour of our top-left pixel is then read by taking the top-left bit from both bitplane. Two binary digits mean you can have four colours. The more colours you want, the more bitplanes you add: three bitplanes give eight possible colours, four bitplanes give 16 and five bitplanes makes the maximum 32 colours. See Figure 1 to get a better idea of this.

The data itself is a 'contiguous' (ie uninterrupted) block of memory which represents the one-bit-per-pixel rectangular bitplanes. To display a 'real' pixel, as you probably already know, the hardware grabs the respective pixel bit from each bitplane and uses that data to identify not the colour of the pixel but the number of a colour register which is to define the colour of the pixel (a technique known as colour indirection). This is why a four-colour display can be any four colours, not merely a pre-set and unchangeable four colours.

FIGURE 1
The colour of the top-left pixel on the screen, like every other pixel, is defined by one or more bits in memory. These bits are organised in 'bit-planes' which make up the 'bitmap'. This maens that each pixel has its bits read through from back to front of the bitmap. The more bitplanes there are, the greater the number of colours possible: 2, 4, 8, 16 or 32 with 1, 2, 3, 4 and 5 bitplanes respectively.



Here's an Image…

Bitplane data in this final form is very useful. It can actually be blitted into and around the display area very easily. More importantly, the format corresponds very closely to a high level Intuition object known as an Image. Why is this of interest? Well, it's because Intuition offers routines for displaying Images which are extremely easy to use. One of the simplest functions, a routine called DrawImage, has these parameters...

```
DrawImage(rastport_pointer,
image_pointer,    left_offset,
right_offset)
```

The image_pointer parameter is NOT a pointer to the bitplane data – it is a pointer to a block of information called an Image structure. It is this latter item (definition shown below) which holds a pointer to the real bitplane data...

```
struct Image
{
SHORT LeftEdge, TopEdge;
/* identifies absolute position of top
left pixel */
SHORT Width, Height, Depth;
/* width, height, and bitplane depth
of image */
USHORT *ImageData;
/* this points to the bitplane data */
UBYTE PlanePick, PlaneOnOff;
/* see RKM manuals for details */
struct Image *NextImage;
/* allows link to another image */
};
```

Continued overleaf ▸

These type of structures act as 'Image descriptors', they give the system the location and size of the bitplane data, and indicate where and how it should be displayed.

Good News, Bad News

So, the bad news is that it is necessary to do quite a lot of complex manipulation in order to get an IFF picture into a form where some simple graphics calls could display it. The good news is that there are a lot of IFF-to-Image converter utilities floating around in the public domain, and there are also a number of commercial packages, such as *PowerWindows*, which also have IFF-to-Image conversion facilities built in.

This means that nowadays the programmer does not even need to know how the IFF-to-Image conversion is done, unless of course they are particularly interested. It is possible to draw a picture using *DPaint*, save it as an IFF file (using brushes for storing small pictures) and then use a pre-written utility to convert the IFF file to that all-important Image definition. Once the graphics are in this latter form the DrawImage() routine makes the rest easy.

Programming in C

Be warned – the C type definitions are MUCH larger than the data blocks you are attempting to build. It's not hard to see why... two bytes, written as a sixteen-bit C hex number, eg 0xFFFF, takes three times as much space. A five-bitplane low-resolution 30K compressed IFF picture can easily decompress to 50K and so end up as over 150K in final C source code.

Depending on the utilities used (and the amount of memory available) you may therefore find it necessary to split full screen backgrounds into a number of sections and compile them individually. Often if the background has a repetitive theme (eg space scenes containing loads of stars) you can use small brushes and duplicate the resulting images as many times as is necessary.

This month's demo picture was created using *DPaint III* and the resulting IFF files converted using *PowerWindows*. *PowerWindows*, incidentally, was also used to create the colour maps. The result? Ready-made Image definitions containing all the necessary data and looking something like the listing in Figure 2...

This type of material can be read directly into the program's source code or compiled separately. Bitplane data, incidentally, has to be accessible to the custom chips, so it needs to be placed in chip memory.

Sprites

Amiga graphics elements (GELS) come in several forms although essentially they are all based on



This is what the demo screen looks like after being pulled from *Deluxe Paint* into the program. It's simple enough, but it makes the point.

combinations of virtual sprites and blitter objects (Bobs). Virtual sprites are sprite definitions which the Amiga GEL system's sprite manager jams into harware sprites as and when they are needed. In other words the system is able to re-use the hardware sprites for different purposes at different positions on the display. Outside of the graphics system proper come the real sprites, ie hardware sprites, and it is one of these objects (known as a Simple Sprite) that I've used in the demo.

To use a hardware sprite several things need to be done. First, a SimpleSpritestructure needs to be set up. The first word in the SimpleSprite structure is a pointer to the sprite data. As you'll see from the spriteimage structure comments in the demo code on the Coverdisk, sprite images do not use the conventional bitplane layout. Nor do they use the normal colour register arrangement. Hardware sprites function in pairs, and when used indivdually, can have three colours plus a transparent 0 (zero) colour.

Once a sprite definition has been set up, a hardware sprite can be obtained, initialized, and moved around using these standard graphics library calls...

GetSprite()
allocate a sprite for exclsive use

ChangeSprite()
modify a sprite's appearance

MoveSprite()
change the sprite's position

FreeSprite()
return sprite to the system

The calls themselves are very straightforward and you'll find examples of all four in the source code for the demo.

FIGURE 2: IMAGE DATA

```
USHORT chip my_name_image_data[] = {
0x0000,0x0000,0x0000,0x0000,0x0000,0x0000,0x0000,0x0000,
\/\/\/\/\/\ lots of data /\/\/\/\/\/\/\/
0x0000,0x0000,0x0000,0x0000,0x0000,0x0000,0x0000,0x0000
};

struct Image my_name_image = {
0,0, /* XY origin relative to container TopLeft */
273,27, /* Image width and height in pixels */
4, /* number of bitplanes in Image */
my_name_image_data, /* pointer to ImageData */
0x000F,0x0000, /* PlanePick and PlaneOnOff */
NULL /* next Image structure */
};
```

The Gameport Device

This manages access to the Amiga joystick and mouse port connections at the operating system level. There are actually two units, unit 0 and unit 1, with the former dedicated to mouse input whilst Intuition and the Input device are functioning. The gameport device is extremely flexible and it is impossible to do it any real justice in the space available.

Like all Amiga devices the gameport device uses a set of standard Exec type device calls – OpenDevice(), CloseDevice(), DoIO(), SendIO(), and AbortIO(). Commands are available for clearing, interrogating, setting up, and reading from the device. All of this has to be set up before the device can be used and, because such operations can fail (eg the gameport might already be in use by another program), quite a few checks need to be performed. My approach, is based on the 'resource vector' technique that I talked about in Issue 17 of *Amiga Format*.

The program uses my standard routines to perform all of the allocation and setting up operations. If something fails then the routines automatically execute the necessary deallocation/shutdown code.

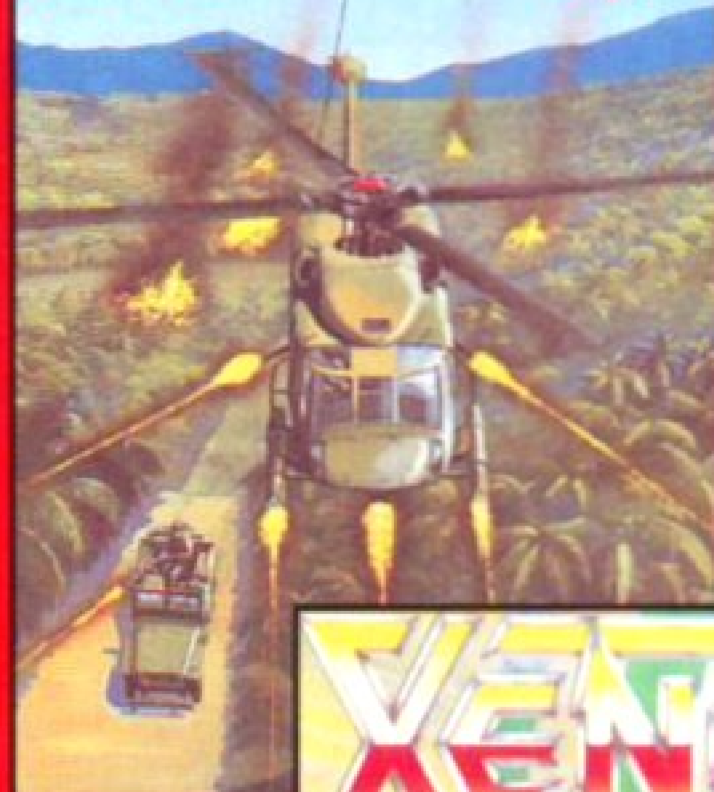
Some Last Words

The joystick messages coming into my program are of class IECLASS_RAWMOUSE and contain, amongst other things, the x/y movement information.Within the example program I use a loop to monitor this joystick movement and then move the sprite accordingly.

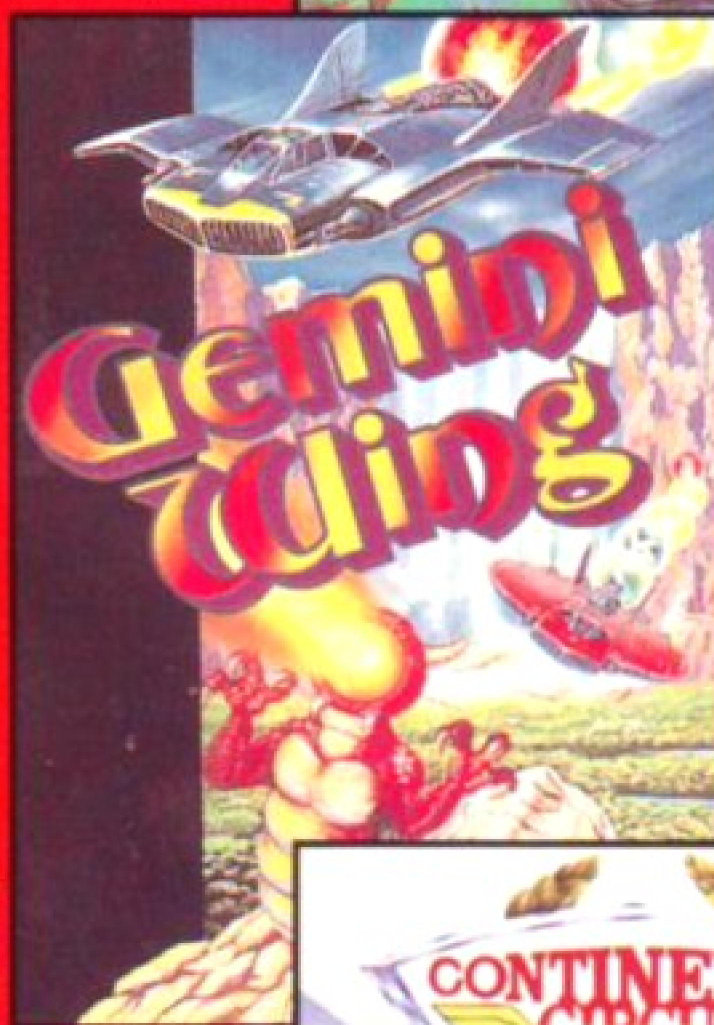
The Coverdisk contains source code named demo.c. You will also find, under the name, demo.h two header files... a general header which contains #includes/#defines and some global variables, and a demo header which contains screen/window definitions and some graphics data. The main background image sections were compiled separately and are not on disk simply because of their size. One image, a smaller text orientated fragment, was kept in the demo header file so that there was at least one real Image structure to look at in the source code.

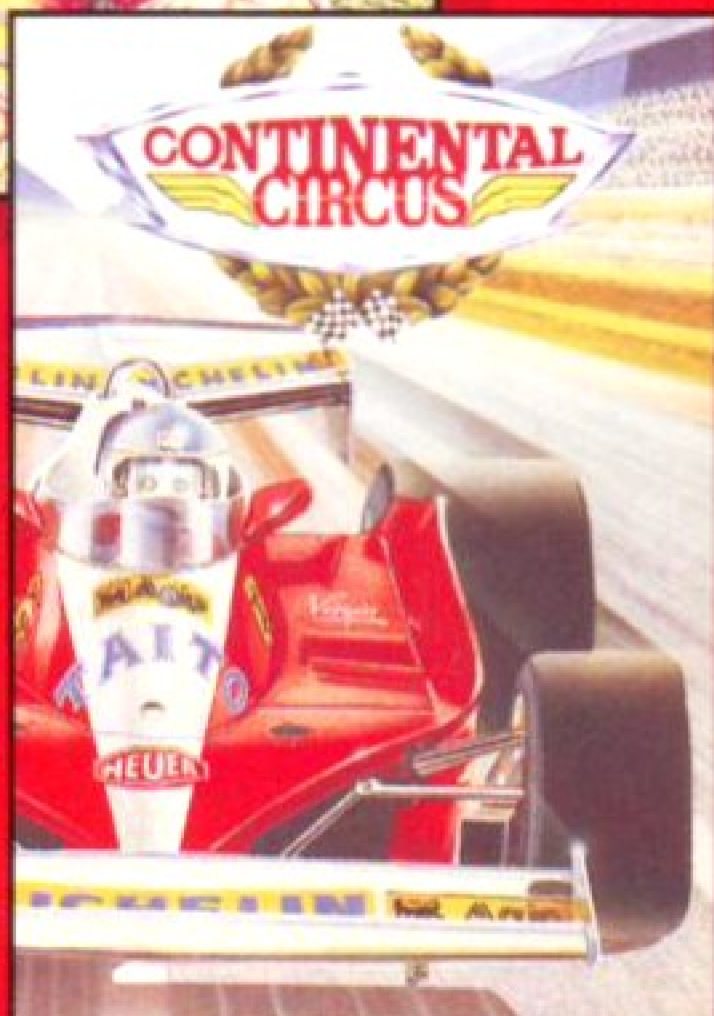
Well, that's about it for this month. I've had to skimp on detailed explanations of things such as the gameport, but at least you now know where to look for extra details.


DOUBLE
DRAGON


SILKWORM


XENON


Gemini
Wing


CONTINENTAL
CIRCUS

Following our popular series of Deluxe Paint animation tutorials for experts, **MAFF EVANS** shows beginners how easy it is. Simply use the Coverdisk files along with these step-by-step instructions to produce your own TV cartoon.

Deluxe Paint 3 for Animation Num

In recent issues of *Amiga Format*, Dean Agar has provided some tutorials on producing some rather strange rolls, wipes and fades on *Deluxe Paint*. This time, we've come up with a somewhat different piece for you to construct. Instead of using *DPaint* to produce a standard animation effect, this tutorial shows you how to produce a short cartoon-like piece.

Unfortunately you'll need at least one Meg to create animations, so all you budding Rolf Harrises without a half Meg expansion or more. Sorry!

To get started, simply boot up *DPaint III* and load the picture file PARTS from the Coverdisk. You will be asked if you want to change to the format of the picture, so click on YES to load it.

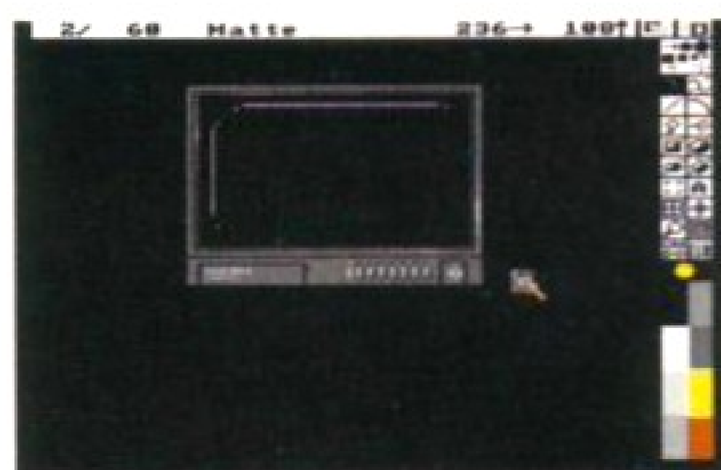
BELOW: The parts screen, which contains the components for the animation.



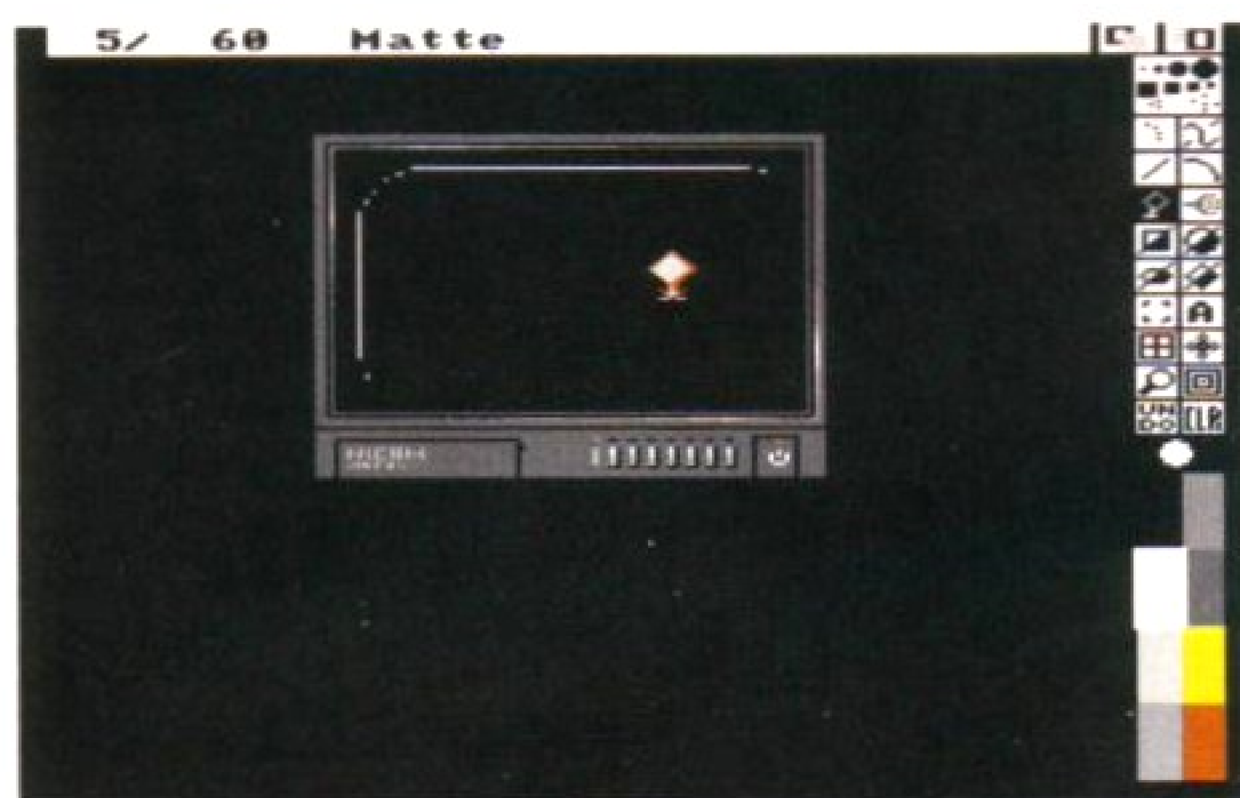
Once the picture has loaded, press J on the keyboard to swap screens. Now go to the FRAMES in the ANIM menu and select SET. Set the number of animation frames to 60 and click on OK. Next, go to the CONTROL option of the animation menu and set the RATE to 10.

Now press J to swap to the scratch page and pick the TV up as a brush. Swap back to the first animation frame and place it in the middle of the screen. This forms the basis of the animation and therefore should be copied to all the other frames. To do this, select COPY TO ALL option from FRAMES (once again, in the ANIM menu).

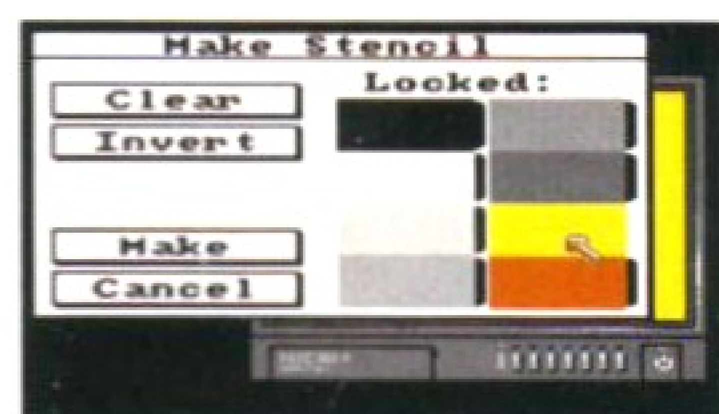
Now, believe it or not, you should click on CLR and select CURRENT FRAME to blank the frame. I know that seems strange, but this will give you a clean start to the cartoon when the animation is played back. Now that's set up, we can properly start to produce our cartoon! Just follow the steps printed below (using the scratch pad – also called the spare screen – to pick up the parts) to construct your filmette.



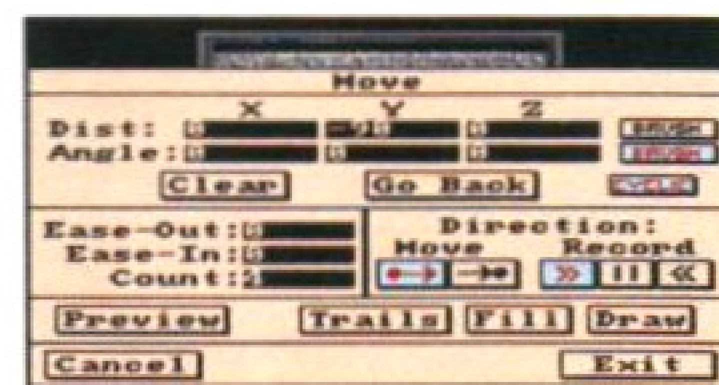
1. The beginning of the animation portrays a TV being turned on, so we need to first make it appear to be switched off. Hit J to go to the scratch page and pick up the power button (to the left of the main TV) as a brush, then go back to the anim and advance a frame by hitting 2 on the keyboard. Now place the brush over the power button on the second frame. Once you have done that, select a normal brush and draw a black line down the right-hand side to form a shadow and blank out the little red LEDs. Now use FILL to fill the yellow screen with black. Repeat this for frames three and four.



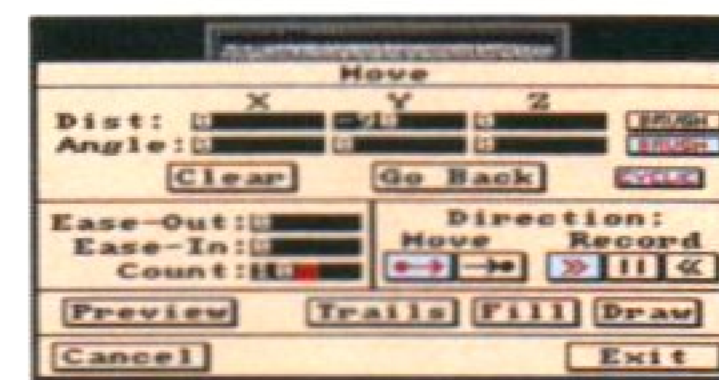
2. For frames five and six, simply fill the yellow area on the screen with black. But you must remember to leave the white reflection lines alone, otherwise the screen will look rather flat.



3. Press J to get back to the scratch pad and pick up the grey speckled rectangle as a brush. You want to pick up as much as possible, so hit F10 to turn off the menu bars down the top and side. Go back to the anim and select STENCIL-MAKE from the EFFECTS menu. Click on the yellow square, then hit INVERT and MAKE to mask all the colours except yellow. Now just put the speckled pattern over the screen on frame seven so that it completely covers the yellow and place it down. On frames eight, nine and ten, do the same, only move the block into a new position on the screen, making sure that it still covers the yellow.



4. Go back to the scratch pad and pick up the white bar. Go to frame 11 of the anim (making sure the stencil is still on) and press F2 to select COLOR mode. Select black from the palette and place the bar at the top of the screen. Now select MOVE from the anim window, enter the settings shown, and hit draw. Repeat this whole process for frames 15 to 18.



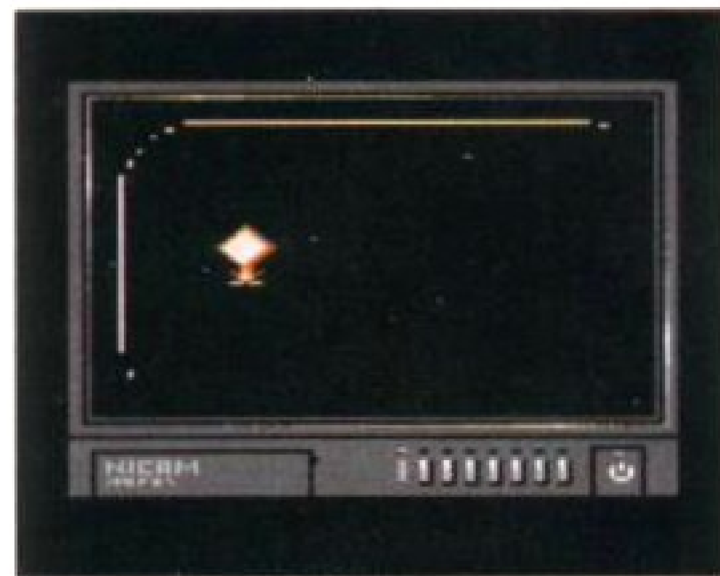
5. You should now be on frame 19. Put the bar at the top (in black once again) and select MOVE, changing the settings to the ones

beginners by bers

shown, then hit DRAW. Select the stencil-make again and hit MAKE to refresh the mask. Now repeat step three for frames 11–28 (hit 1 on the keyboard to skip a frame at a time).



6. For good measure, place the block on the screen of frame 29 as well!



7. By now you should be on frame 30. This part is easy! Just fill the yellow with black up to and including frame 49, then go back to frame 35 and hit the button below the Escape key to turn off the stencil.



8. Switch to the scratch page and pick up the little 'DUP' message on the left. Now place it in the corner of the screen on frame 35 as shown. Select MOVE from the ANIM menu and set all the X, Y and Z values to zero. Set the COUNT to five and hit DRAW.



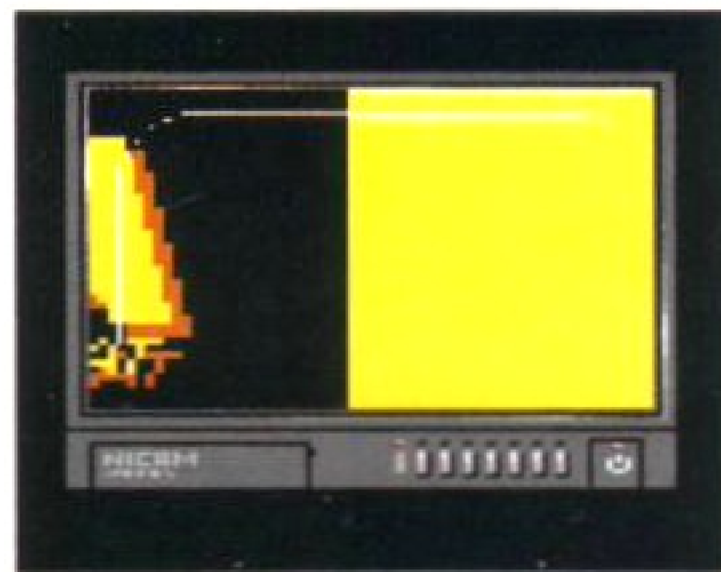
9. You should now be on frame 40. Go to the scratch pad and pick up the second version of the message. Line it up with the message on frame 39 and move to frame 40 before stamping it down.



10. Go back to the scratch and pick up the third version of the message. Line it up with the message on frame 40 and stamp it down on frame 41. Pick up the first version from the scratch pad again, line it up and stamp it down on frame 42. Select MOVE, set the count to four and hit DRAW. Skip past the next four frames to get to frame 50.



11. Go to the scratch pad and select white as the background colour by clicking on it in the palette with the right button. Now pick up the *Amiga Format* logo at about the size shown.



12. Go to the anim (which should be on frame 50) and switch the stencil back on. Now go to the brush menu and select DOUBLE from the SIZE option, then place it at the side of the screen as shown.





13. Call up the MOVE requester and enter the values as shown, then hit DRAW. Now go back and fill the spare yellow bits (NOT the letters!) with black.



14. You should now be on frame 55. Hit the BRUSH tool with the right-hand button to return the *Format* logo to its normal size. Go to frame 60 and stamp it down in the middle of the screen.



15. Call up the MOVE requester once more and enter the values shown. Make sure that you select the MOVE TO button (the one with an arrow pointing TOWARDS a dot) before hitting DRAW. Now go back and once again fill the spare yellow bits with black (watch those letters).

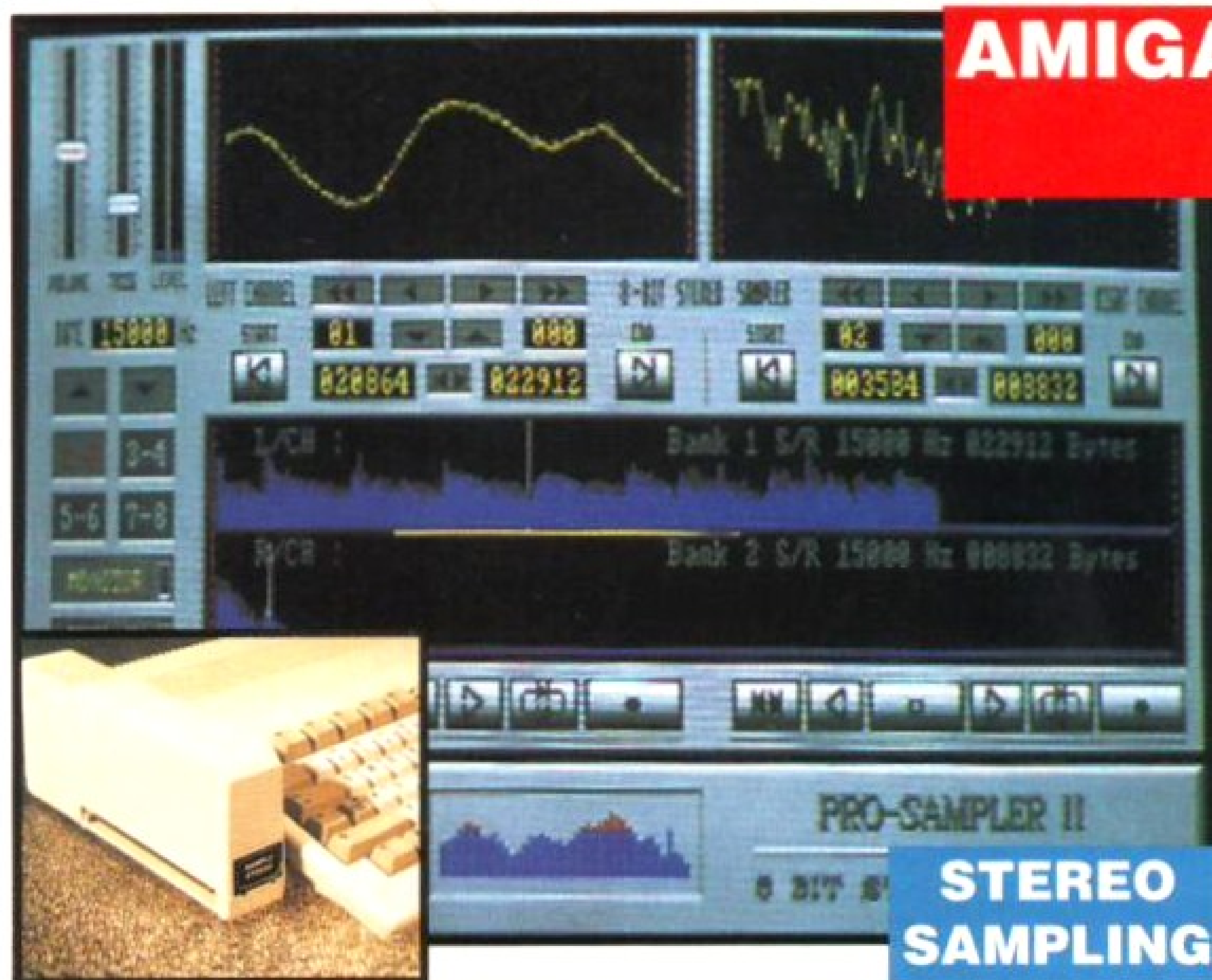
Thank you, ladies and gentlemen!

Right! Your animation is now complete! If you've followed the diagrams and the instructions properly, you should now be able to hit 5 on the keyboard to see your cartoon TV come to life in your very own animation. If it doesn't quite look right, then load up TV.anim from the Coverdisk –use LOAD from the ANIM menu, not from the picture menu – to see how it should look, then try again!

This is just a basic animation to show some of the cartoon effects which can be created quickly and simply – even by those with very little artistic bent. Try creating a few original frames and experiment with the move requester. Some very nice rotations and slides are possible with similar techniques. Just boot up the program, sketch a quick picture and mess around with some numbers. You could soon be coming up with your own special effects!

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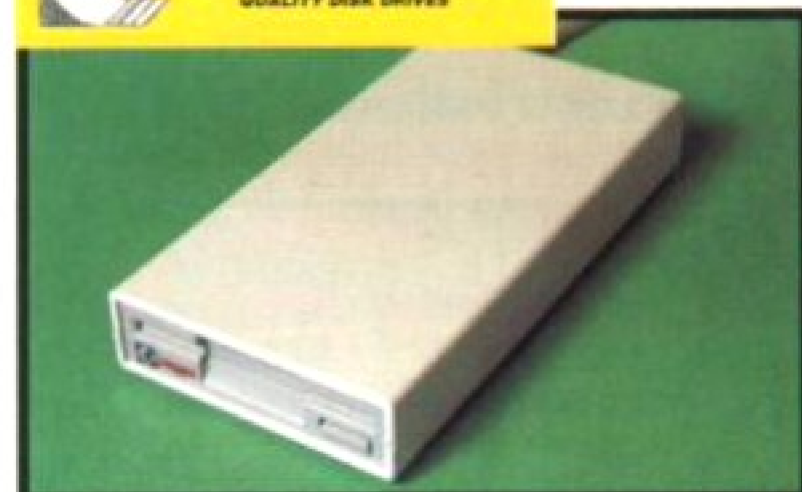


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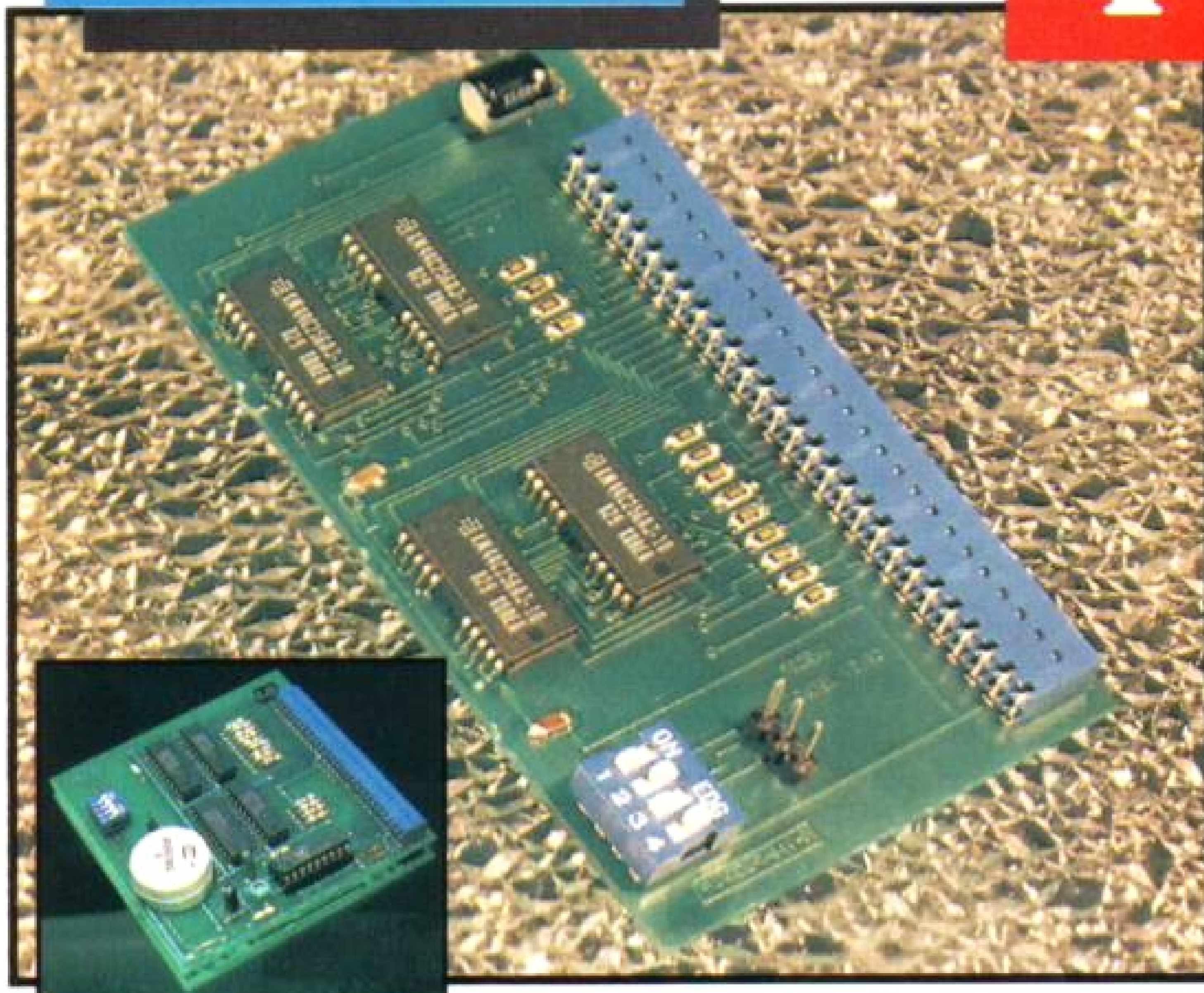
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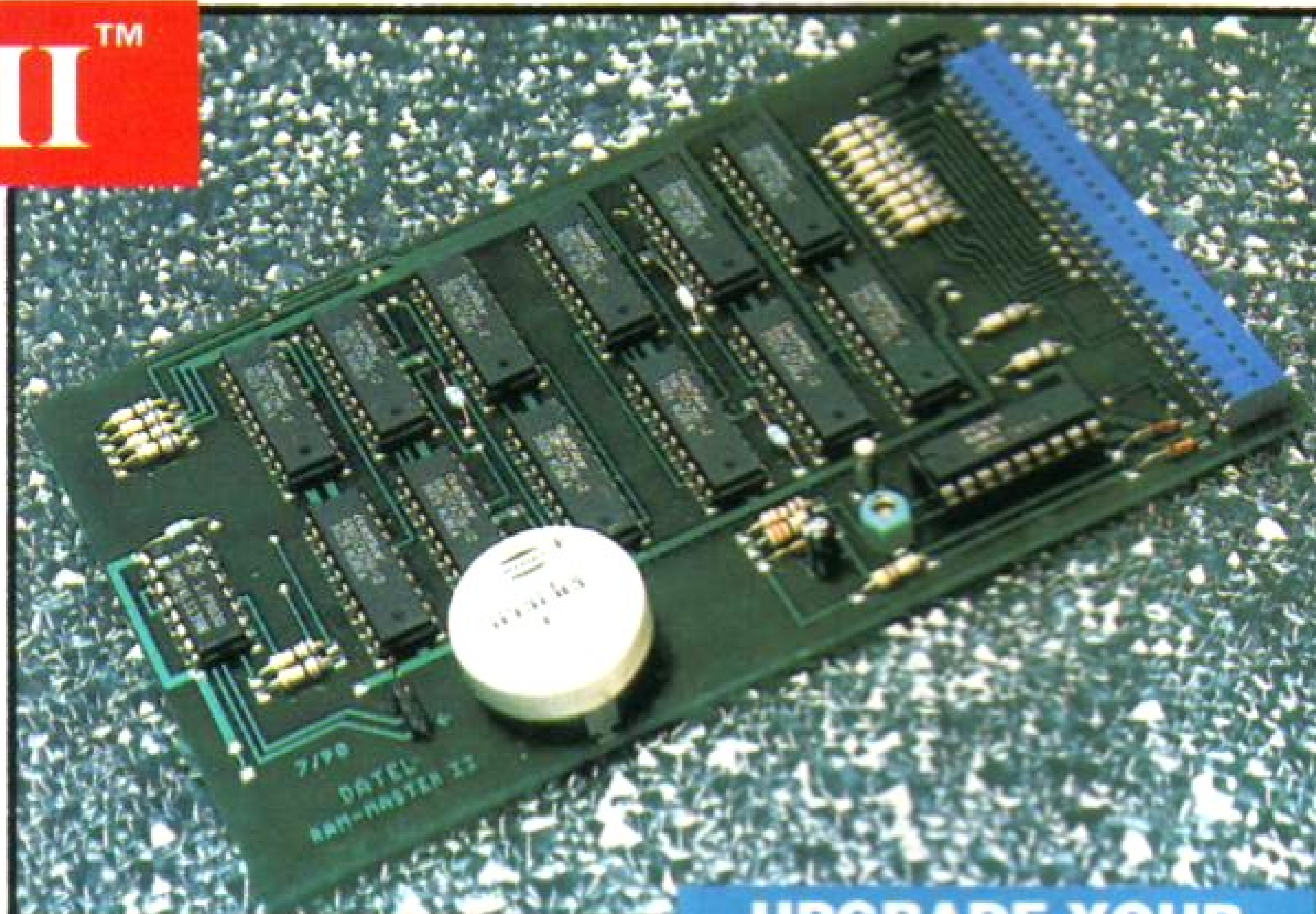
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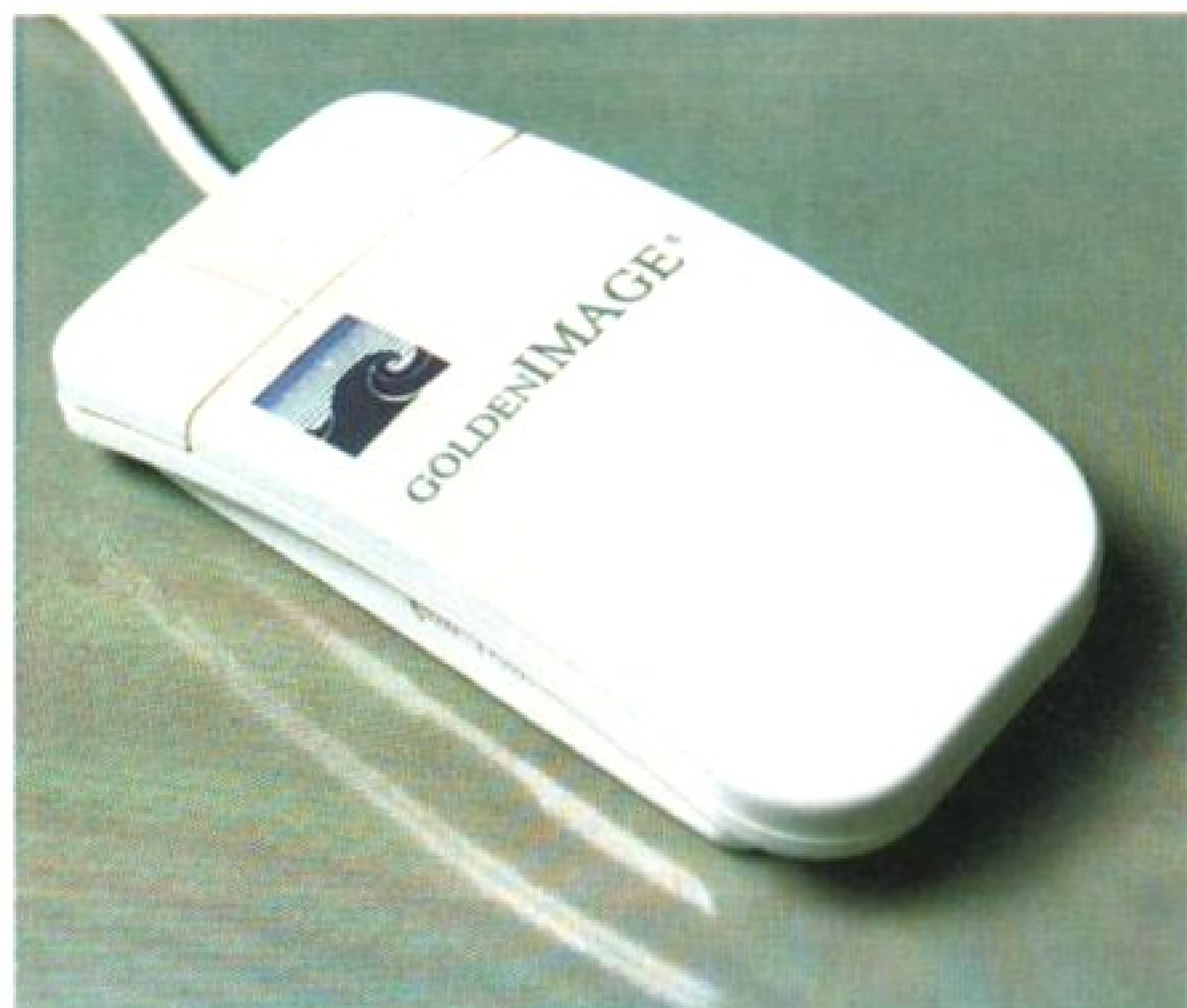


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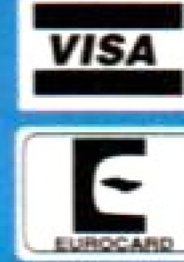
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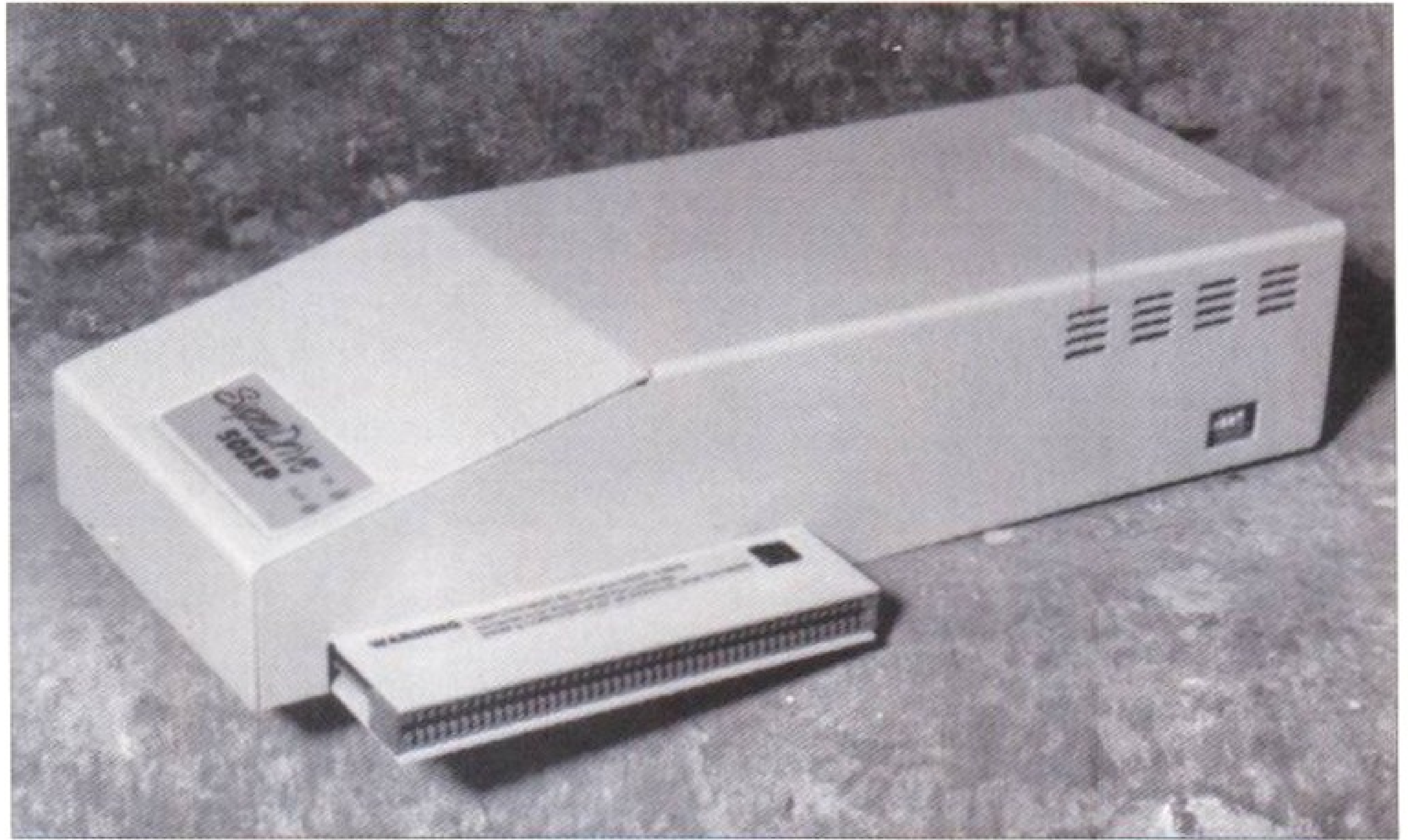
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The Supra Corporation has a reputation for producing very serious expansions indeed. Surface UK are now importing some of these desirable products.

This offering is a metal-cased unit that plugs into the left-hand side of an A500. Contained within are three elements: a hard drive cartridge, a small (more on this later) RAM expansion area and a SCSI port for attaching SCSI peripherals.

An important point when talking about hard drives is who really needs them. If you use your computer for just one job – word processing, for instance – then you don't usually need to swap lots of floppies as part of your working routine.

On the other hand, if you need to have lots of different programs ready to hand, then a hard drive offers an ideal solution. Putting all of your programs onto one big disk (a good definition of a hard drive) makes life a lot easier. Plus you've usually got lots of space left for data files – pictures, text, sound samples, whatever.



Supradrive 500XP

40Mb A500 Hard Drive ■ £489 ■ Surface UK 081 566 6677

Another advantage of a hard drive is that you can set them up to automatically boot up to Workbench. If you want to use the CLI or Shell, format a floppy, or the hundred and one other mundane tasks that Workbench takes care of, you don't need to go back to a floppy disk.

Please note, though, that only Kickstart 1.3 Amigas can do this. If your machine displays a hand holding a disk with the message "V1.2" when you reset it, then you can't get any hard disk to autoboot. You can still attach and use them – but you will have to boot up from a floppy first.

Advancing technology

Hard drives are getting cheaper in real terms. A few years ago this sort of expansion would have cost more than £1000 – the hard drives available then were slower, smaller and had less expansion potential.

What does it offer then? The SupraDrive XP is housed in a colour-matched metal case. The connector is offset, which means that the unit sits back from the A500: it looks a little odd. It has an autoboot on/off switch to disconnect the drive if you want to play a game from floppy, a set of DIP switches for changing the SCSI ID code and a through-port to connect other peripherals.

Inside there are eight chip sockets to plug extra computer RAM into. You can either plug in 256K X 4 DRAMs, which gives up to 2 Mb of extra memory or 1 Mb X 4 to give the full 8 Mb. The only snag is that 1 Mb chips are very difficult to obtain and are expensive. As standard it is fitted with 0.5 Mb of extra RAM.

Personally I wish that the unit would take SIMM (Single Inline Memory Module) units. These are little cards which plug into expansion units with the minimum of fuss. Still, if you track down a supplier for the right memory chips they'll probably cost about the same.

One thing that you don't get is a power supply. The drive worked fine without one on a standard A500, but it would have been good to have had the option – many A500 power supplies do not spare much electricity for this sort of expansion. Anything which can power a Commodore A590 hard drive will fit into the unit, but the manual doesn't give any indication of how these are wired for the enthusiast who wants to make his own.

Gripping stuff

Once you plug the drive in and sit down, you really appreciate the manual. It contains lots of detail and explanation on how the SupraDrive works, as well as the included software – *SupraBoot*, *SupraTools* and *ExpressCopy*.

I'll be talking in more detail about these on the following page dealing with the A2000 version of the SupraDrive, but they really are excellent quality utilities. A bonus is that the documentation talks about them in a simple, uncluttered manner. At the same time, it doesn't miss anything at all.

ABOVE: The 500XP is an A500 hard drive sculpted to fit with the lines of the Amiga, though it does sit back from the front of the computer slightly.

" Supra products are aimed at everybody and assume nothing. As hardware, the SupraDrive 500XP is nothing very special – but as an add-on that everyday human beings can get on with and even explore, it's very good indeed "

This is the real strength of this particular make of hard drive. The Supra Corporation products are aimed at everybody and assume nothing. Partitioning and setting up the drive is a painless affair, thanks to the software. Splitting hard drives into different areas makes them easier to use and stops the problem of one partition affecting the whole drive.

You can choose which partition the drive boots up from, which are mounted to the Amiga standard, and which are left alone. This means that PC and Macintosh emulators can access partitions set up in the format that they need. If you have problems setting up your drive, Supra's Tech Support line will help.

As hardware, the SupraDrive 500XP is nothing very special – but as an add-on that everyday human beings can get on with and even explore, it's very good indeed.

VERDICT

PURPOSE :
Hard disk drive expansion for the A500.

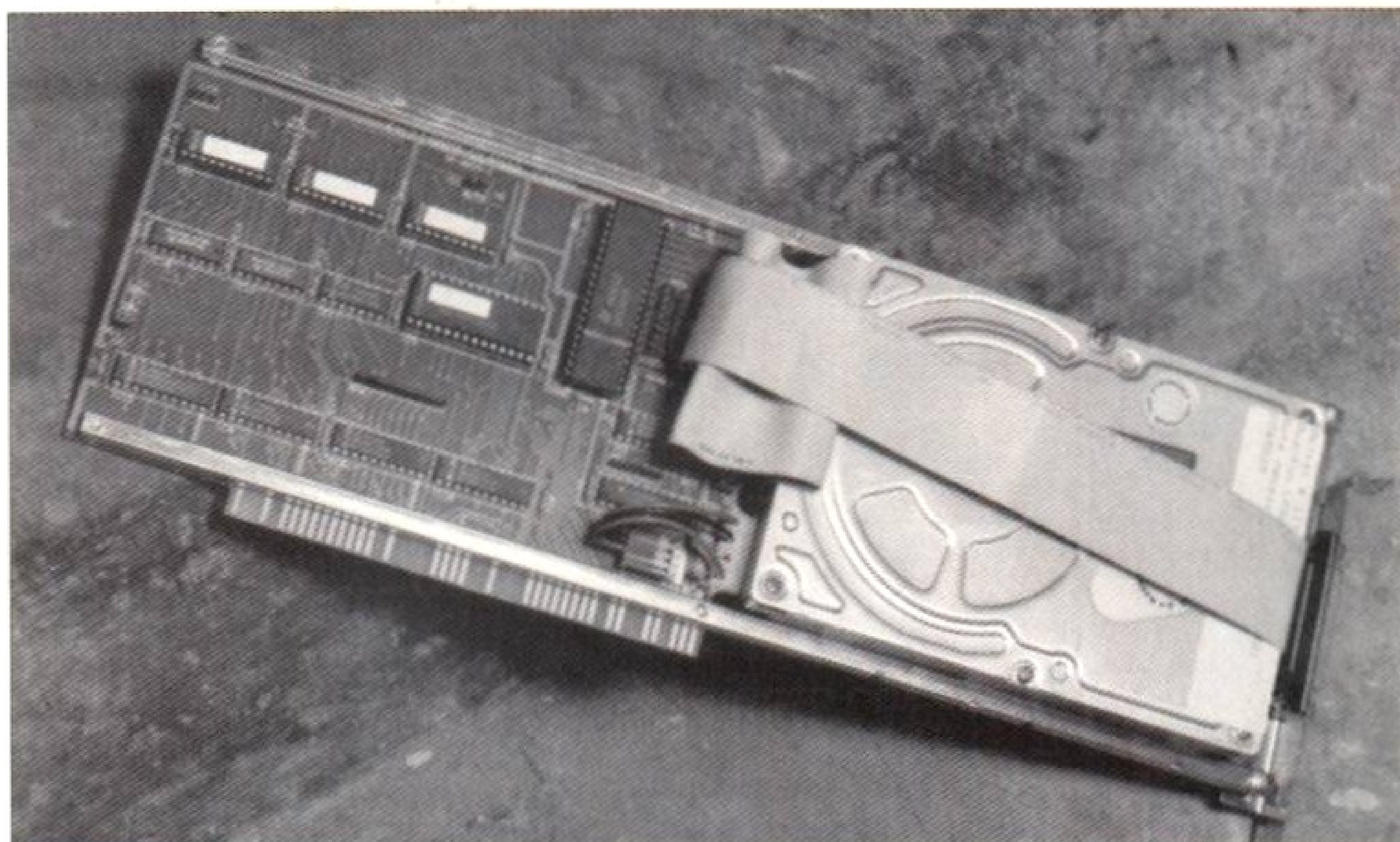
SPEED: VERY GOOD
Never keeps you hanging around and supports the fast filing system for the best working speed.

DOCUMENTATION: EXCELLENT
Lots of information, good index, plenty of help with troubleshooting.

ACCESSIBILITY: EXCELLENT
The included software lets you set up the system to exactly what you want.

VALUE: AVERAGE
Not the cheapest hard drive, not the most expensive. You pay for quality.

FEATURES: VERY GOOD
The only real let-down is the fiddly RAM expansion – and even that is better than many other hard drives.



For really expert users, a special utility called *SupraEdit* is included. This lets you delve and change things even more. Changing the priority of a drive, selecting what type of memory the drive buffer uses (Fast, Chip, or Chip if no Fast is available), making an automatic mount list, DMA memory masking for 32-bit accelerator cards or changing DOS ID number – it can do anything. Wisely such power is kept in a separate program, to save the system from careless cock-ups.

Cake icing

Finally, supplied with all this is yet another utility called *Express Copy*. This is an archival back-up utility, to make copies of your hard drive in case it goes wrong and needs to be reformatted. Selective back-ups can be made – for instance, all the files that have been altered since a certain date, or matched with a particular filename. It can be used either from Workbench (in which case it displays a screen with all the options on it) or quickly run from the CLI or Shell if you're happy typing in obscure commands with a keyboard.

There's a couple of things about the SupraDrive that I'm not happy with. You can't put extra memory on it at all and the SCSI identity number cannot be changed (unlike the 500XP version reviewed overleaf).

But, as with the 500XP, the SupraDrive provides a lot more documentation and utilities than other hard drive designs. It cuts across the user/techie boundary – managing to be simple enough for the person who wants a lot of disk space, complex enough to build a SCSI system with multiple file formats for an Amiga with a couple of emulators.

Supradrive

40Mb A2000 Hard Drive ■ £399 ■ Surface UK 081 566 6677

This is the 'Zorro 2' version of the SupraDrive, which means it can be connected internally to both the A1500 and A2000 (the difference between these being cosmetic) as well as the A3000.

It consists, as such peripherals always do, of a card with a hard drive unit at one end. The only distinguishing feature is that this unit is of the "half height" variety, which means that when the card is fitted it doesn't hang over the expansion immediately to its right.

Rather than give the background information to hard drives or endlessly extolling the physical virtues and vices of such an unremarkable looking expansion, I'll be concentrating on the software and manuals which come with all SupraDrives.

ABOVE: The Zorro 2 version of the Supradrive is an Amiga 2000 card. It features a half-height drive unit (the grey metal box) which is convenient in its compactness.

Starting out

First point of contact is, of course, the manual. In eight chapters with three appendices and a full index, it begins by telling you exactly how to install your particular hard drive with some illustrations to help you along.

Then it gives a low-down on booting up, using and turning off the drive. A special park program is included to park the drive heads when you switch the machine off – this saves wear and tear when moving the unit around.

An in-depth look at another utility, *CLIMate*, follows. *CLIMate* is a handy gadget for system management. It can display the contents of two different devices at once (for instance, a floppy and a hard disk partition). Various functions it can do include making new directories, copying individual files or batches of files between these devices, display and print files out to a printer, and display IFF pictures: it will even cycle the colours of these if you want it to.

After this comes a bit on the CLI or Shell, for tasks which *CLIMate* cannot do. This is a little short, and could do with a bit more raw information, but then again full low-downs on this subject can occupy whole books.

> " The SupraDrive cuts across the user/techie boundary – simple enough for the person who wants a lot of disk space, complex enough to build a SCSI system with multiple file formats "

Setting up

From there on the manual delves into using the hard drive initialization software, *SupraFormat*. This looks pretty standard but includes a few special options on top of the standard partitioning and formatting options:

a) Drive partitions can be remapped. This will go through every sector that the partition occupies and check it to see if it has developed an error. It wipes all the files from the partition, so wisely it defaults to off.

b) One partition must be the boot partition. The others can either be automatically mounted or set to skip, for mounting with custom format systems like MS-DOS.

c) Amiga partitions can be set to use the old filing system, so software which doesn't like the FFS can be placed in a special partition.

d) Partitions can be zeroed individually. This means that you can decide to clean out just one partition (say it's full of old data that you don't want to keep) and leave others intact.

SupraFormat is not only easy to use but also to a large extent intelligent: that is, it will calculate free space left on a hard drive automatically. It will also cope with extra SCSI drives hooked on the back.

VERDICT

PURPOSE:
Hard disk drive expansion for the A1500/2000/3000.

SPEED: VERY GOOD
Can be set to "blind read/write" data for extreme speed access.

DOCUMENTATION: EXCELLENT
The same manual covers both the 2000 and A500 models superbly.

ACCESSIBILITY: EXCELLENT
Bundled software really sets up your system for good.

FEATURES: VERY GOOD
A500 peripherals tend to be more expensive than this sort of equivalent.

FEATURES: AVERAGE
When all is said and done, this is just one hard drive amongst many.

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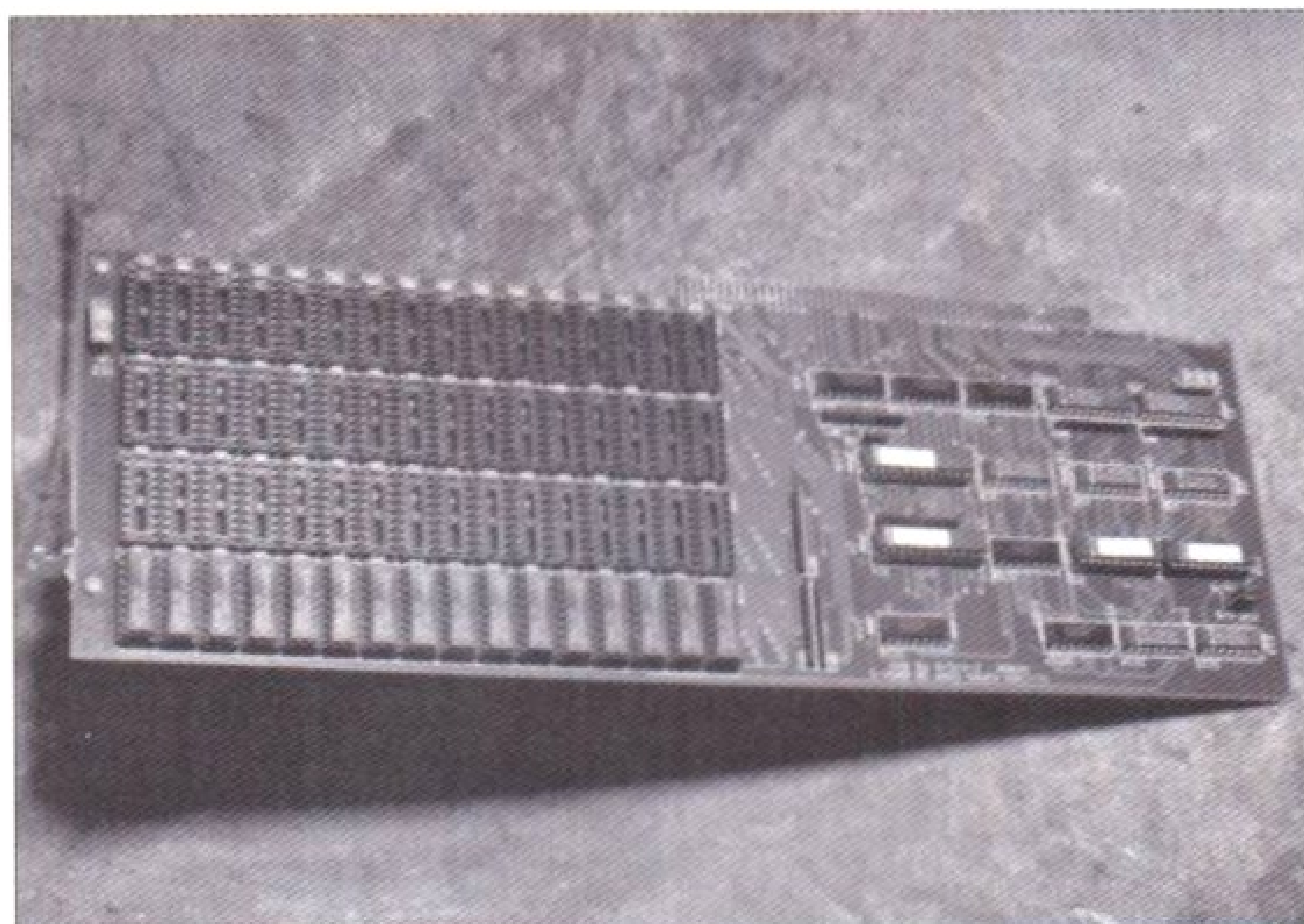
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Access



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LEFT: The SupraRAM 2000 expansion can take your Amiga up to the maximum 8 Mb of RAM. Many of the components are mounted in sockets, which is a more reliable system.

BELOW: The expansion for the A500 is the SupraRAM 500, a compact unit and well made, but not cheap.

SupraRAM 2000

A2000 RAM expansion ■ £119 unpopulated

■ Surface UK 081 566 6677

As with the SupraDrive, this memory expansion will fit into any Amiga that isn't an A1000 or A500. The above price is for an empty board, without any RAM chips fitted at all. The board takes standard 256 X 4 DRAM chips, which are fairly easy to get hold of. The board must be populated in steps of 2 Mb, which will cost about £100 – of course, if you're buying all the chips that the board can handle (8 Mb of memory) they'll cost less per chip. The only advantage of buying in bulk.

If you're not happy about handling chips yourself, then ready-populated boards can be obtained from the supplier, but you pay extra for this: a 2 Mb SupraRAM 2000 will set you back £249.95. Larger set-ups progressively cost more.

The board is manufactured to a high standard, uses sockets for most components and is very slim, so it doesn't cover up other expansion slots in the machine. Installing it is both simple and complex. Putting the board in is the easy bit, but telling the board how much memory it's got involves a complex system of coded jumpers, then a jumper has to be set on the board and a program run to make sure everything is hunky-dory. It gives you as much memory as you can ever attach to an Amiga, and after that it's down to you to use it.

VERDICT

PURPOSE:
Full (up to 8 Mb) RAM expansion board for A1500/A2000/A3000.

SPEED: AVERAGE
Works at the standard 100 nS speed of expansion RAM.

DOCUMENTATION: AVERAGE
Nothing special on this one, although it covers all the necessary points.

ACCESSIBILITY: VERY GOOD
Doesn't really mean much when it comes down to it.

VALUE: AVERAGE
No better or worse than many other memory expansions.

FEATURES: AVERAGE
It's good to see that it has a decent test diagnostic, although the fiddly memory settings are not that special.

SupraRAM 500

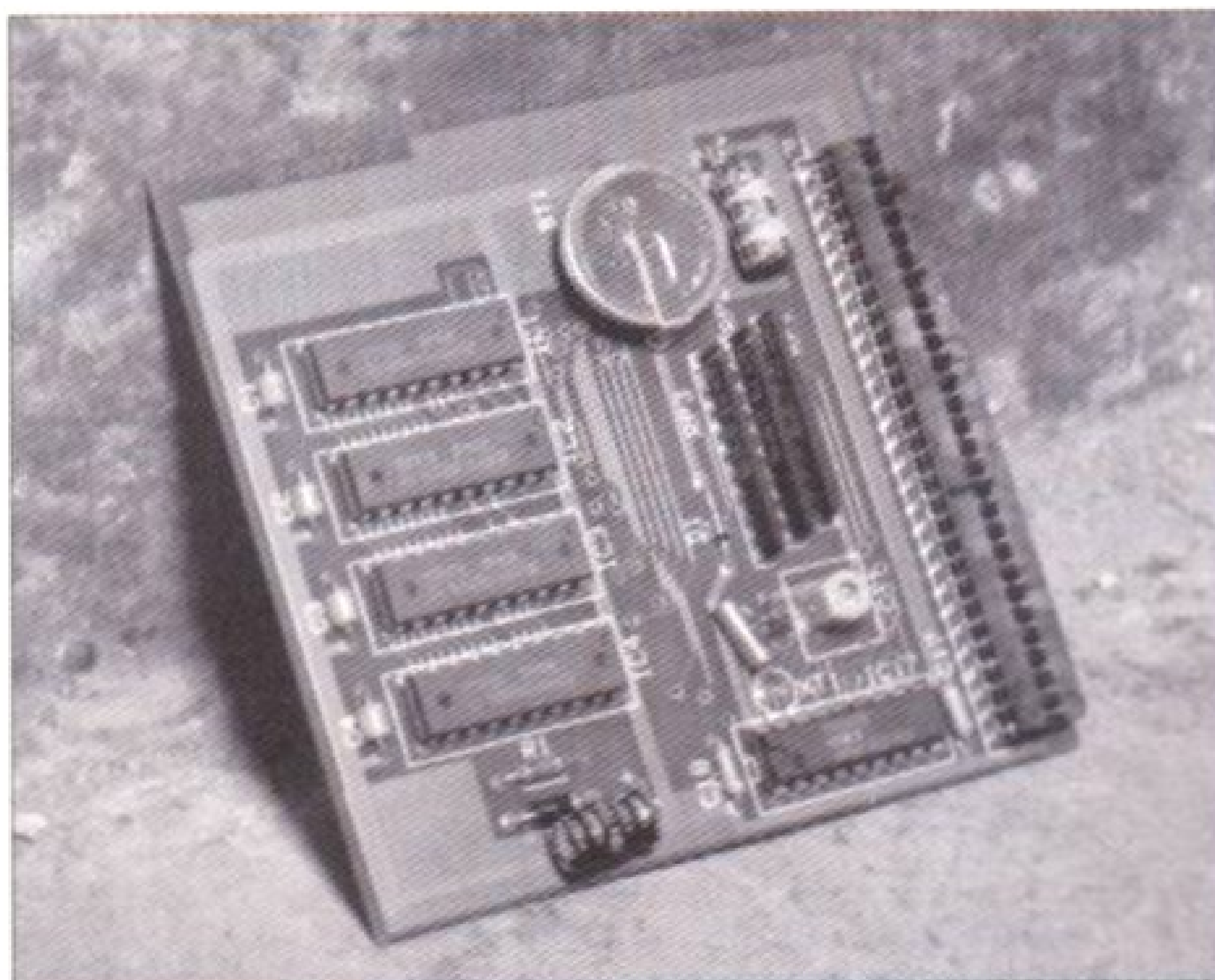
A500 0.5Mb trapdoor expansion ■ £69

■ Surface UK 081 566 6677

If you have an A500 and only ever buy one extra, chances are that the extra will be 0.5 Mb of memory that fits into the underside of your computer. Such expansions are myriad, and range in price from the official Commodore A501 at £100 down to ultra-cheap £30 boards.

The SupraRAM 500 is a very well manufactured board which comes boxed with a help sheet. Included on the design is a real-time clock – a standard feature of many similar expansions. Fitting is easy enough, as is usual with such boards. The manufacturing quality is very good, although there the praise ends, I'm sorry to say.

For a start, the board has no disable switch. This means that if you want to load software which doesn't like extra memory (some games, for example) you have to unplug it. This makes for extra wear and tear that wouldn't be necessary with a switch.



Another point is that the all the chips are soldered directly onto the board, rather than being mounted in sockets. Although this makes for cheaper manufacturing costs, it also makes it much more difficult to replace faulty components. On top of this the clock chip cannot be grounded to make it forget a silly time and date (some software does set the date strangely for no apparent reason).

I'm sorry, I just can't quite recommend this board. So many others do all that it can do and more for (proportionately) much less money. What's wrong with being cheap?

FURTHER READING

If you are considering buying a RAM expansion for your Amiga, I suggest you look back to the massive Testbench report back in *AF* 16. Similar boards from Ashcom, Datel, WTS, Ladbroke/Zydec and Trilogic were reviewed, as well as ones with more capacity than 0.5 Mb.

VERDICT

PURPOSE:
A500 0.5 Mb RAM RAM expansion that fits in the trapdoor slot.

SPEED: VERY GOOD
As good as the internal memory speed. Some boards are not so fast.

DOCUMENTATION: AVERAGE
Contains useful information but nothing on upgrading chip memory.

ACCESSIBILITY: POOR
Socketed chips are tricky to get repaired.

VALUE: POOR
Plenty of UK firms make better boards than, and this one cheaper.

FEATURES: EXCELLENT
No disable switch is fitted, and there is no chip memory option. A pity.

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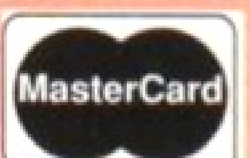
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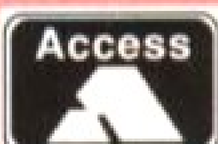
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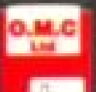
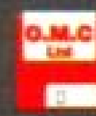
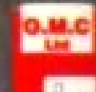
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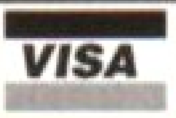
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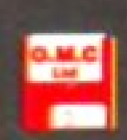
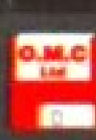
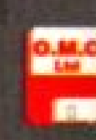




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Keeping up with the latest advances in video and graphics, we look at a new 'true colour' framebuffer and image grabber. **PAT MCDONALD** reports.

Hyperbook

Application Generator (1 Mbyte) ■ £99 ■ Gold Disk/HB 0753 686000

There's never been a simple tool for creating works and publications just for display on a computer. Somewhere down the line people assume that you will want to take the information out of the computer and into the real world.

For techies, this is an intuitive freeform multimedia application generator with Arexx support, DOS support and a stand-alone feature. Happy? The best description I can give of *HyperBook* is that it can create totally electronic books. The first thing to understand is that it works much the same as a normal book. You have to create a page, which can have four, eight or 16 colours in high resolution, and always has a name, which defaults to "Page1", "Page2" and so on, but can be easily changed to something more meaningful.

On each page are objects. These can be boxes of text, sections cut out of IFF pictures, hand drawings made with the in-built drawings editor, lists of different subjects, or buttons. Each object has a separate action: that is, something happens when it is clicked on with the mouse pointer.

Actions can be of eight different types. An object when clicked on can; do nothing, go to a different page, show a picture, show or hide an object, display some text, run a DOS command (such as running *ShowAnim* to display an animation), perform a standard Arexx command or run a predefined Arexx macro.

Say you were creating a *HyperBook* dealing with your software collection. On the front you would have a large list with each piece of software listed – when you clicked on these a different page with a full description and perhaps a picture of the program running. If you can't fit all of your collection in a list on the front page, you could have a front page with an A-Z index of the list on it.

Down to Earth

If you can use Workbench, that is point and click with a mouse, you can get on with *HyperBook* within a few hours. All features use the standard WIMP system on Workbench – a drag bar at the top of a window, sliders at the sides, and two front and back icons at the top right. It's so simple that it's a real effort to describe it.

At the top right is a set of four tools for flicking through the pages and a large blue button. The curious will naturally press this, which brings down the full set of tools for creating a *HyperBook* – they're described in full on this page.

How do you actually change things? The program has four modes of working. Normally it's in reader mode, so you can't change anything, but edit mode lets you make changes. Say you wanted to create the list mentioned above. You would click on the edit tool, click on the create list icon, and cut out a box on the box. Further editing on this box is done by moving the mouse pointer to it and pressing the left mouse button – this surrounds the object with a ghost window. If you keep the button pressed, you can move it precisely to where you want it.

Want to get inside an object and edit the action? Press the right mouse button. This brings up a separate action menu, where you click on the particular action required (go to a page, for example).

When you've finished your editing, the program automatically jumps back to reader mode, which can be a nuisance during a big editing job.

Nuts and Bolts

HyperBook opens up a whole new area in Amiga computing. Now anybody can write applications without having to learn a specific system – it's so freeform that you can set-up your own HyperBooks to do whatever you want – and you can distribute or sell your applications.

There is just one thing I'm not happy with. The program is slow at editing, meaning you have to be patient. The actual HyperBooks, once created, run at a perfectly acceptable speed: I'm just impatient!

VERDICT

PURPOSE
Versatile information display generator

SPEED: AVERAGE
Can take a few seconds for *HyperBook* to pick up objects – otherwise fine.

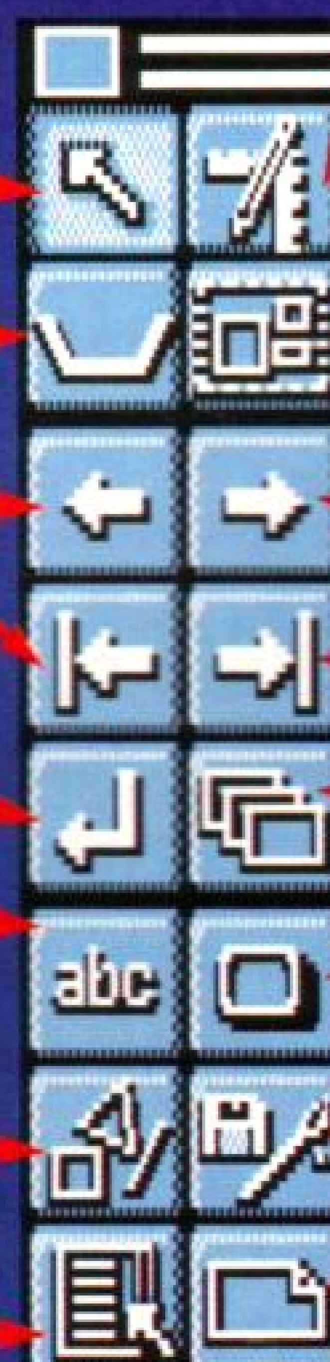
DOCUMENTATION: VERY GOOD
Thorough introduction, with a separate booklet listing possible uses.

ACCESSIBILITY: EXCELLENT
Superbly easy to get on with once you know what everything does.

VALUE: EXCELLENT
Nothing else on the market comes close.

FEATURES: VERY GOOD
Simplicity is the key – HAM picture cutouts look terrible.

THE INTERFACE AND HOW IT WORKS...



READER TOOL: This is what the program is usually set to. It allows you to browse and read through the HyperBook currently loaded.

BIN TOOL: The Bin area is used to transfer data between pages. Think of it as a marshalling depot.

REWIND: Goes to the previous page in the page list.

FIRST PAGE: Goes to the start page.

BACKSPACE: Takes you to the last page viewed. HyperBook remembers the last 50 pages viewed.

CREATE NOTE: Lets you define a box and put text into it.

CREATE DRAWING: Brings up a small window with some simple drawing tools like line, box, circle and brush size.

CREATE LIST: For making a list of different words. Each word in the list can do something different when clicked on.

EDIT TOOL: For altering and changing what is on the present page. Clicking on this will highlight the edit icon and let you change all the text and graphics on a page.

GROUP TOOL: By taking several different areas and grouping them into one big object, you can manipulate much larger areas simulataneously.

FORWARD: Goes to the next page in the page list.

LAST PAGE: Jumps to the last page in the HyperBook.

CONTENTS: Displays a list of everything in the HyperBook

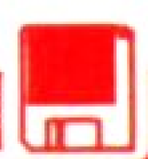
CREATE BUTTON: For creating just action buttons

CUT PIC: Brings up a requester box to load in pictures from a seperate disk.

CREATE PAGE: Sets up a new page. This option can also be selected from the overhead menus.

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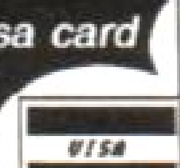
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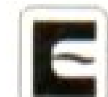


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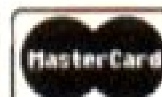
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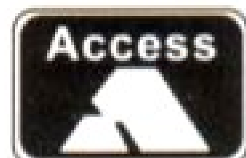
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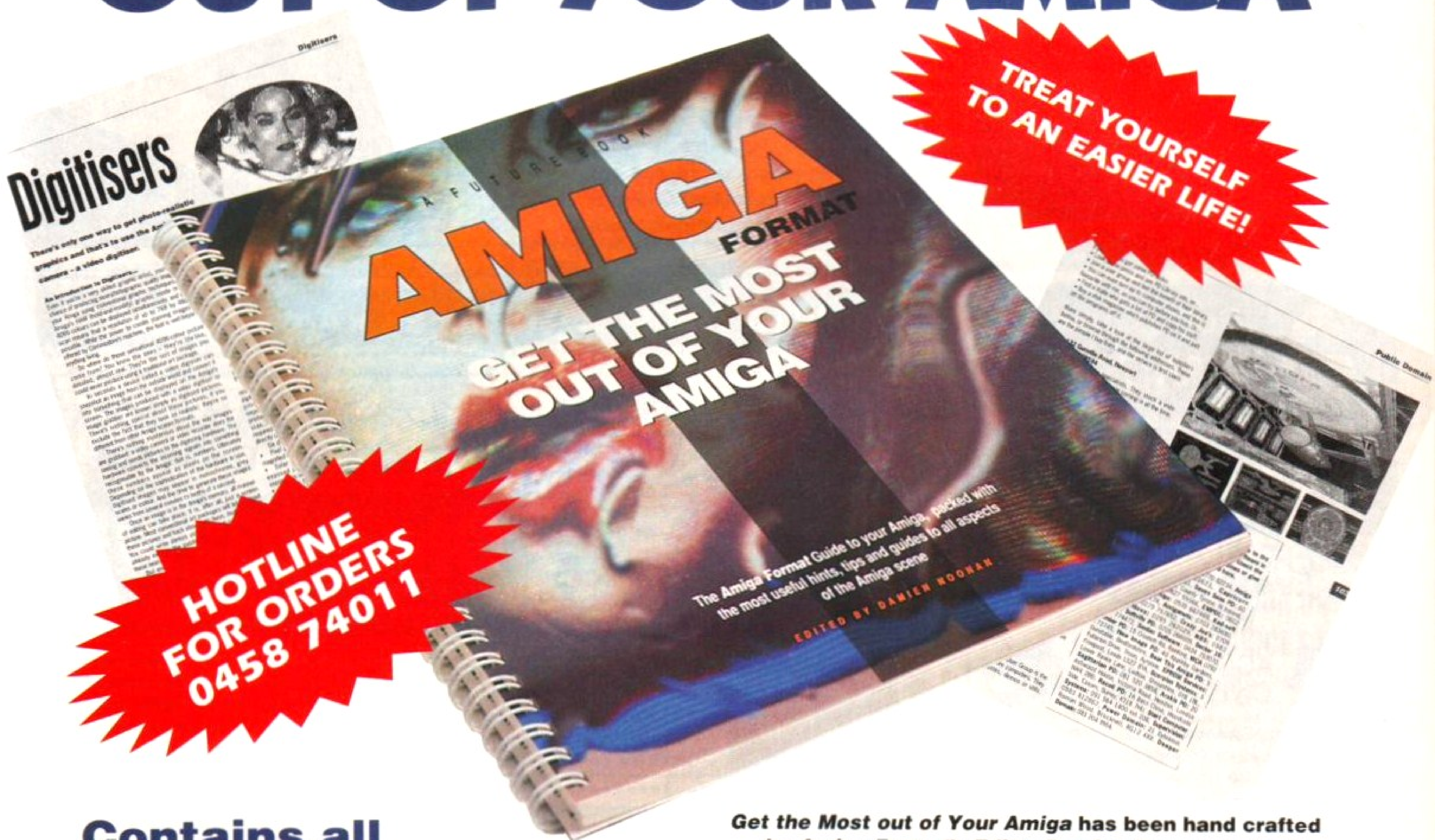
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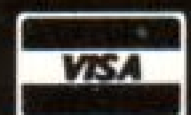
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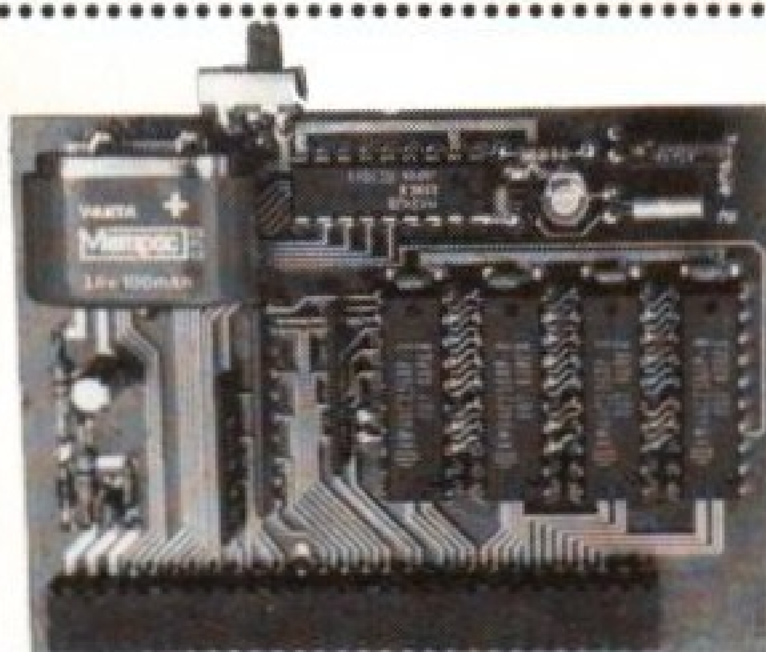
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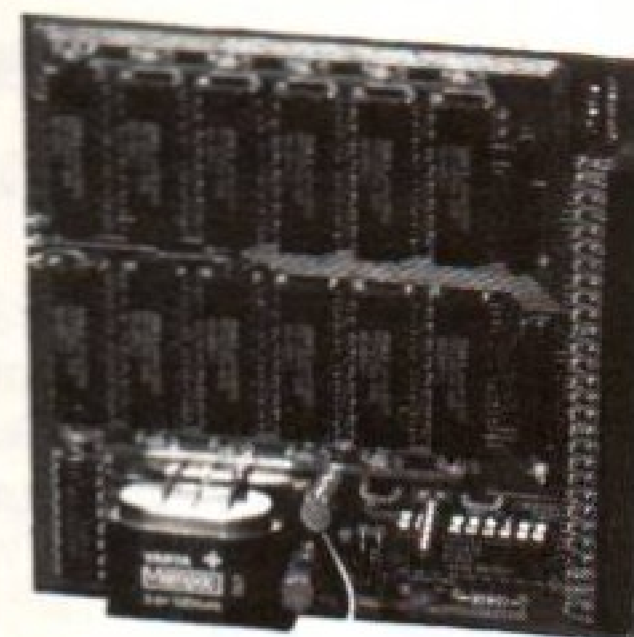
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Word Publisher ■ £129.95 ■ 1Mb ■ New Horizons/Silica 081 309 1111

This latest version promises to deliver even greater levels of word processing power without sacrificing anything in the speed department. It boasts both spell checking and thesaurus facilities, plus the usual multi-font and graphic import facilities you'd expect

Like all word publishing programs, previous releases of *ProWrite* suffered terribly from the speed problems that are associated with using multiple fonts. But with the release of *ProWrite 3,* things have definitely changed. Even if you're working on a huge document crammed full of different font styles and pictures, *ProWrite's* text rendering continues at a blisteringly fast pace – at last it seems someone has worked out how to use fonts other than the standard Topaz without slowing things down to an unbearable crawl.

You've got a fair bit of control over the format of your document. In true DTP style, you can split the page into up to four linked columns, which makes either program an ideal choice for anyone who wants to produce a fanzine or newsletter without having to learn the technicalities of a dedicated desktop publishing program. Although you can alter the column's gutter (the space between columns), *ProWrite* does not seem to display the change in column size on-screen, which is hardly true WYSIWYG.

Text processing tools are pretty comprehensive. There's the usual cutting, copying and pasting of blocks, left, right and flush justification and centring of text, plus full search and replace facilities. In fact, just about every word processing tool you're ever likely to need is in there.

Getting Graphic

ProWrite and *Excellence!* (see Page 155) are very similar in many respects, but the similarities end when it comes to importing graphics. Unlike *Excellence!, ProWrite* treats graphics separately from text. As a result, you can move a picture around the page and paste it down just about anywhere you want, which is a considerably more flexible approach.

Text can also be run around a picture simply by altering margins. If you leave the margins as they are, then *ProWrite* will actually write your text under the picture. If the picture was produced in *DPaint,* ProWrite will treat colour 0 as transparent, allowing you to flow text around the shape of your graphic with some clever use of margin settings.

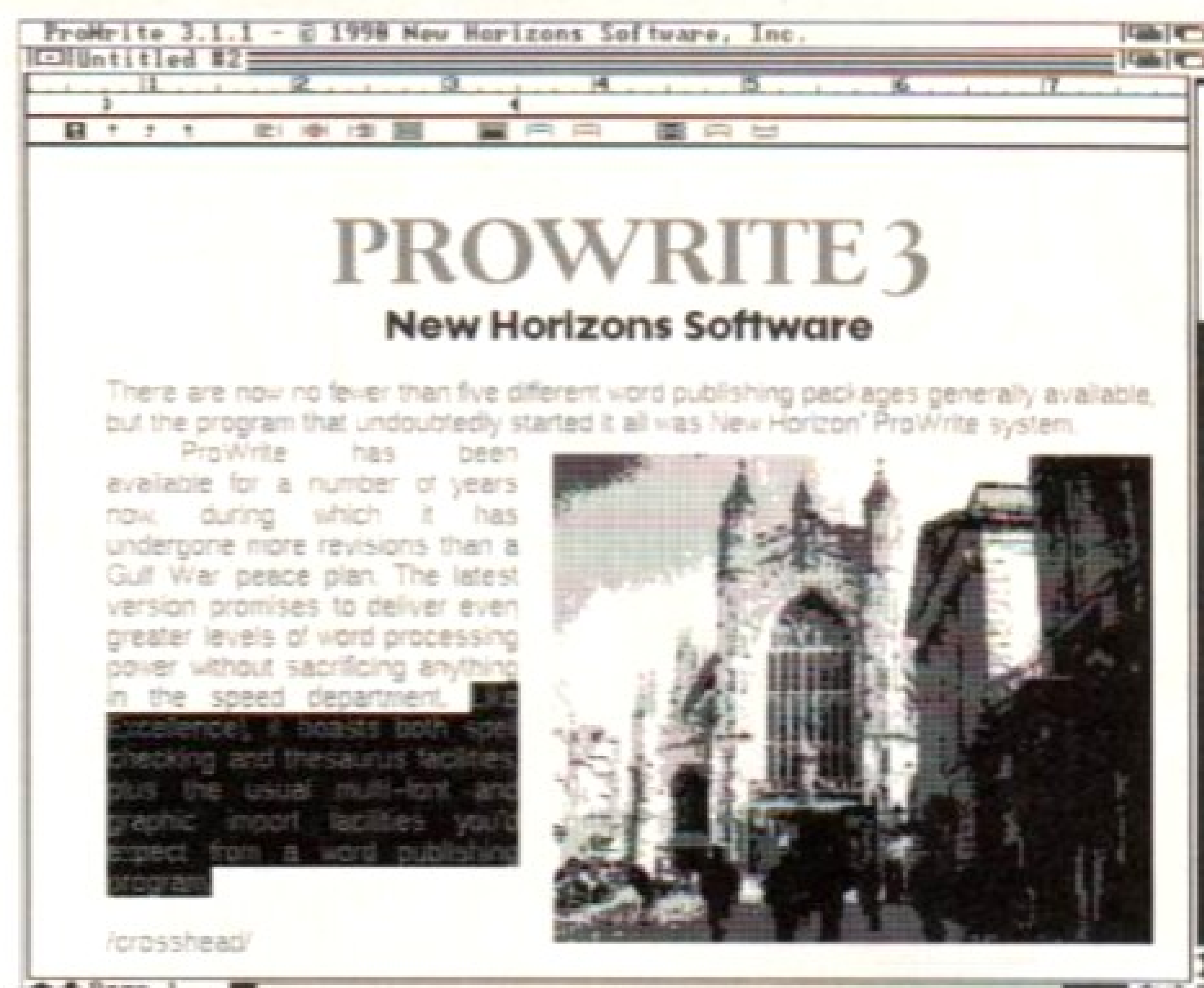
ProWrite doesn't support structured clip art, which is an omission which I just can't understand. After all, the quality of illustrations once printed out would be immeasurably better than that of bitmapped graphics. For Postscript users in particular, such an option would make a big difference. Who knows, perhaps after reading these reviews, both New Horizons and MSS might respond.

For the illiterate amongst you, *ProWrite* offers both spell checking and thesaurus facilities. Neither are quite as powerful or even quite as big as those of *Excellence!,* but they are still pretty impressive. *ProWrite* offers a 100,000-word spell checker, and 300,000-word thesaurus.

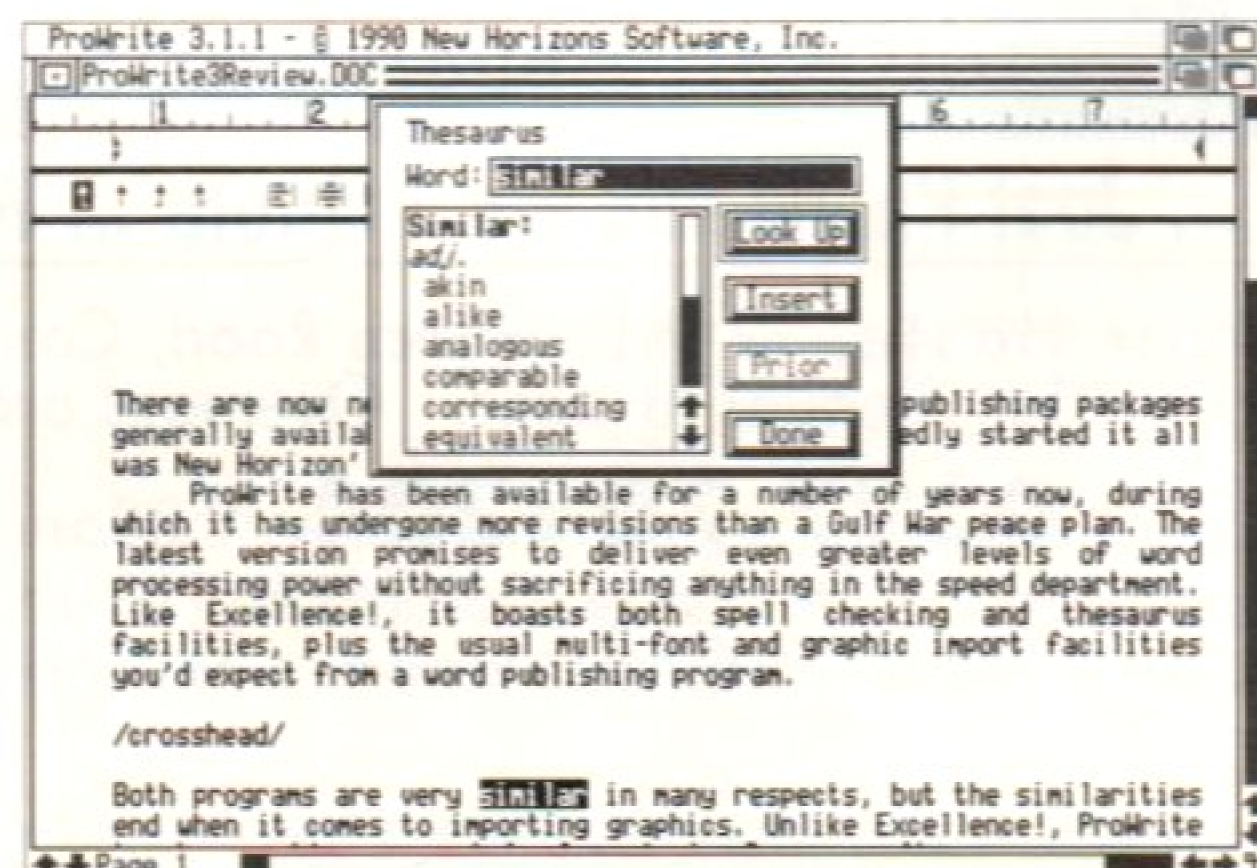
Paper Play

ProWrite will also output to Postscript devices, although you'll need to invest in a separate *ProScript* Postscript module to take advantage of this. I'm quite surprised that New Horizons didn't build *ProScript* into *ProWrite.* This would have made both products almost identical in their capabilties.

ProWrite does a pretty good job of printing to Preference-supported printers. It'll print your document as a straight graphic dump or as a mixture of both text and graphics. The quality of output is on a par with *Excellence!,* so apart from the lack of built-in Postscript, there's little difference.



ABOVE: As this picture shows, text can easily be flowed around imported pictures.



BELOW: The *ProWrite* thesaurus provides a quick and easy way of looking up alternatives to words.

Conclusion

Where *ProWrite* really scores is in the speed department. Word publishing programs have never really been the ideal choice for anything other than short letters, but *ProWrite* breaks that rule. Indeed, its speed is so great that it actually rivals many conventional text processors.

There's no doubting the fact that *ProWrite* is a very able word publisher and processor and there really is very s little to separate it from main rival *Excellence!.* Features wise, neither has anything that the other doesn't – but in particular, *Excellence!*'s spell checker and especially its thesaurus are a cut above the rest. Then again, *ProWrite*'s graphics handling stands out as superior. Your choice!

VERDICT

PURPOSE
A word processor with graphic import and multiple font capabilities

SPEED: EXCELLENT
Text rendering speed is second to none – it even runs rings around some dedicated text processors!

DOCUMENTATION: GOOD
Some sections are a little vague, but on the whole things are handled pretty well.

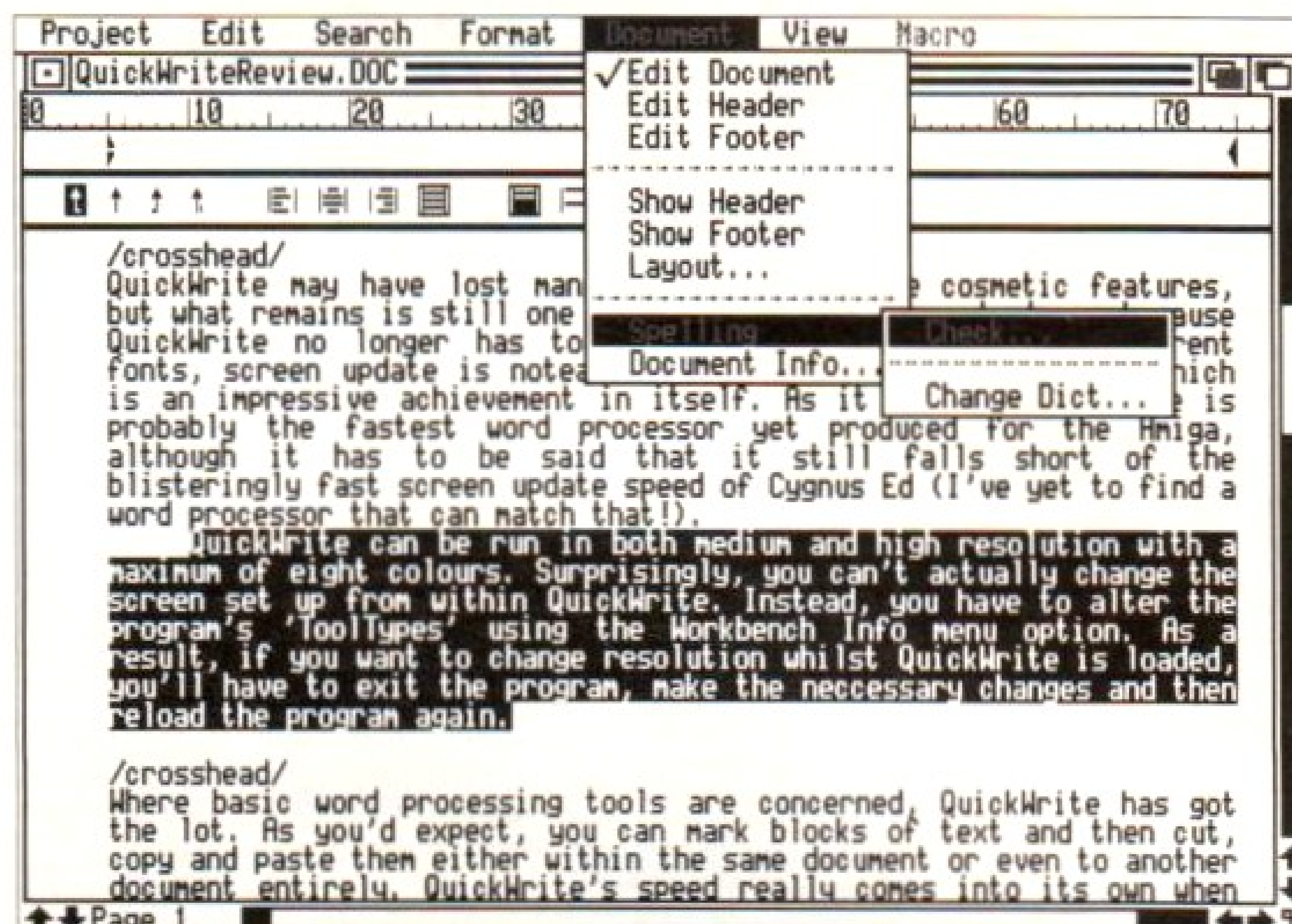
ACCESSIBILITY: EXCELLENT
If you've already used a word publisher, then you'll have no problems getting to grips with *ProWrite 3.*

VALUE: GOOD
A shade more than *Excellence!* but users of v2..5 can upgrade for £49.95.

FEATURES: EXCELLENT
Spell checker and Thesaurus are not quite up to the standards of *Excellence!,* but it's still pretty well endowed.

There's no doubting that both *Excellence!* and *ProWrite* are powerful products, but they both have one major problem – you need at least a megabyte and a couple of drives to run them. OK, but what happens if you only have a 512K machine with just a single drive? You buy *QuickWrite*, that's what.

QuickWrite is a budget-priced high-performance word processor that has been specifically designed with the basic Amiga in mind. With such minimal requirements, you'd be right not to expect too much in the way of fancy features, but you'd probably be very hard pushed to find a word processor that offers so much for so little



RIGHT: All of *QuickWrite's* functions are accessed via pull-down menus.

The second word processor this month is adapted ProWrite to give entry-level users a chance. **JASON HOLBORN** bottoms out with...

QuickWrite

Word Processor ■ $75 (UK price soon) ■ New Horizons/Silica 081 309 1111

In truth, though, *QuickWrite* isn't actually a new program. Instead, New Horizons have simply adapted *ProWrite* to run on a standard A500. Obviously something had to go, so it comes as no great surprise that many of the memory-hungry features that categorised *ProWrite* as a 'word publisher' have been chopped.

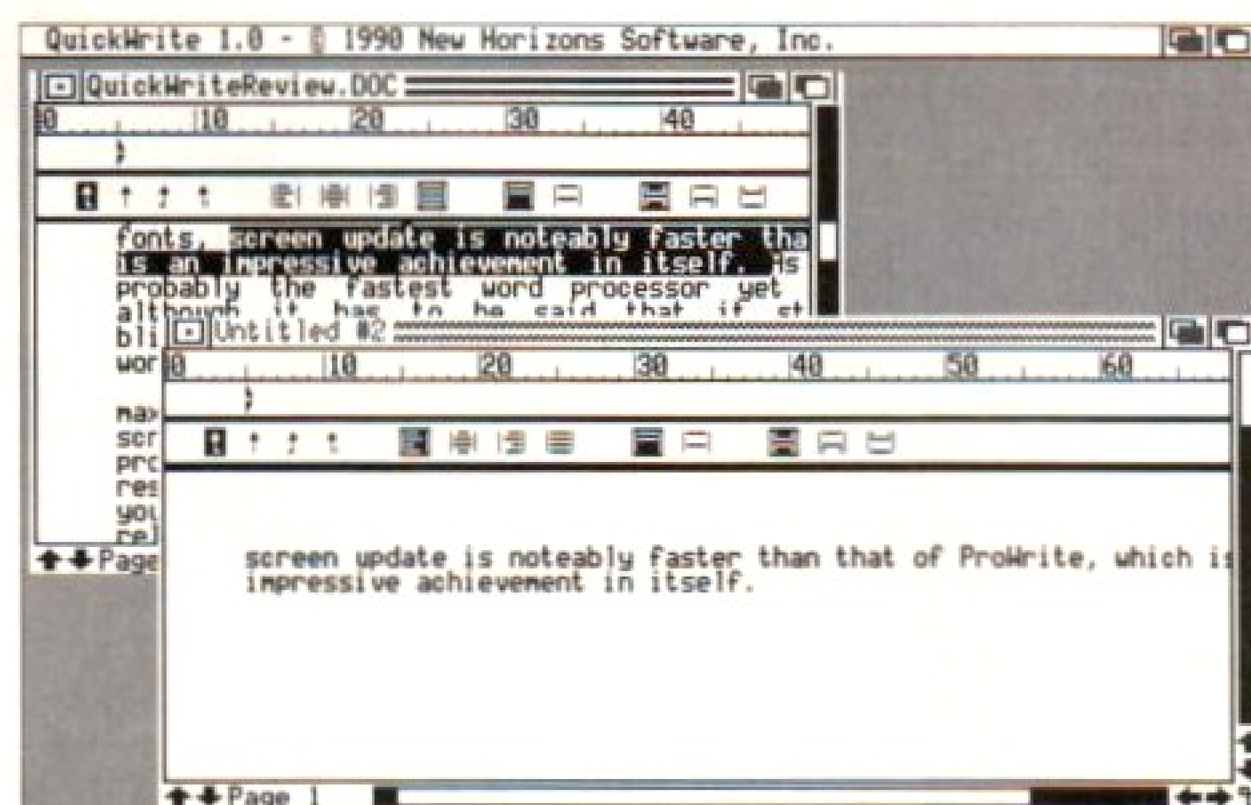
As a result, it's no longer possible to use either multiple fonts or graphics within your documents. Gone too is ProWrite's thesaurus (which is something of a shame) and QuickWrite's spell checker dictionary has been reduced in size from 100,000 words to a just 50,000 – how will you cope!

Screen Scene

What remains is still one hell of a program. Because *QuickWrite* no longer has to mess around with all those different fonts, screen update is very rapid. As it stands, *QuickWrite* is probably the fastest word processor yet produced for the Amiga.

It can be run in both medium and high resolution with a maximum of eight colours. Surprisingly, you can't actually change the screen set-up from within *QuickWrite*. Instead, you have to alter the program's 'ToolTypes' using the Workbench Info menu option. You have to exit the program, make the necessary changes and then reload the program again.

Where basic word processing tools are concerned, *QuickWrite* has got the lot. As you'd expect, you can mark blocks of text and then cut, copy and paste them either within the same document or even to another document. *QuickWrite*'s speed really comes into its own when you start editing an existing block of text. Unlike most word processors, *QuickWrite* boasts automatic text reformatting, which means that even as you type, your text is reformatted before you very eyes for every character you add or delete.



ABOVE: Text can be copied from one document and pasted down into another.

As mentioned earlier, *QuickWrite* does have a spell checker which, although useful, is hardly worth writing home about. Thesaurus wise, I'm surprised that New Horizons didn't at least leave in a scaled-down version of *ProWrite*'s thesaurus, which would have given *QuickWrite* a major advantage over its competitors – even Protext doesn't have a thesaurus. As it is, if you want a thesaurus then you'll have to invest in something like Kuma's *K-Roget* (or you could just buy a book – it's cheaper!)

One very nice feature is *QuickWrite*'s compatibility with Gold Disk's *Professional Page*. *QuickWrite* will allow you to both load and save *ProPage* text files, complete with style codes. With *ProPage* 2.0, this feature has become somewhat redundant – it has a built-in 'Article Editor' – but it'll be of use to anyone who has yet to upgrade. You can also load *ProWrite* files, although *QuickWrite* ignores font or graphic information.

Conclusion

QuickWrite isn't the ultimate in word processing, but it's about as close as you're likely to get on a basic Amiga 500. It includes just about every word processing tool you're likely to need and, most importantly, it's fast and unobtrusive to the creative flow. If you can live without graphics, *QuickWrite* is definitely worth a look.

VERDICT

PURPOSE
High-speed word processor with spell checking facilities

SPEED: EXCELLENT
QuickWrite is quite simply the fastest word processor you're likely to find.

DOCUMENTATION: GOOD
In concordance with the ease-of-use philosophy, it's clear and simple.

ACCESSIBILITY: EXCELLENT
QuickWrite is fully Intuition-based, so you'll suss it out in no time.

VALUE: EXCELLENT
Coming in at just £75, *QuickWrite* compares very well with the competition.

FEATURES: GOOD
It would have been nice if the thesaurus had stayed in, but on the whole *QuickWrite* is a powerful program which should satisfy even the most demanding of word processing needs.

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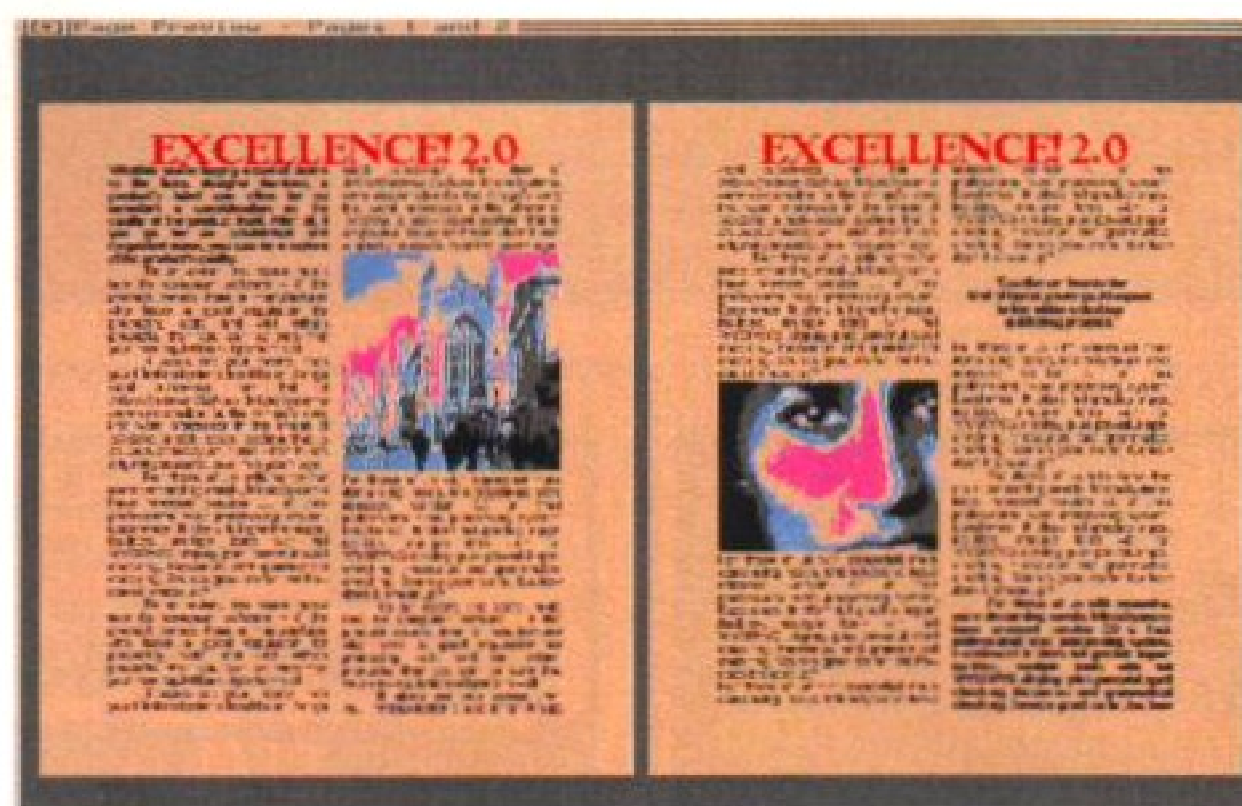
MicroSystems was responsible for the Amiga's very first word processor in the shape of Scribble!, a text-based system that is as popular today as it was when it was originally released over five years ago. For those with more demanding needs, *Excellence!* offers full graphic import facilities, multiple fonts with full WYSIWYG display, plus powerful spell checking, thesaurus, mail merge, indexing and even grammatical analysis.

Excellence! is one of a new breed of word processing programs that offers the speed and ease of use of a conventional text processor with the kind of layout control previously found only within dedicated desktop publishing programs. Like all 'word publishers', *Excellence!* allows you to use standard Amiga bitmapped fonts within your documents. These can be both fixed and proportional in up to any point size, so you're not just limited to the standard Topaz font and those offered by your printer

Slow Down!

Screen update speed can sometimes suffer within a word publishing system but *Excellence!* copes admirably. It can slow down somewhat when inserting into a block of text, especially if a large amount of text follows the text you wish to insert. Matters deteriorate still further if you try to delete a large amount of text with the delete key – so iit's often better to mark the text with the mouse and delete it with the 'cut' tool.

You can also import bitmapped graphics. *Excellence!* treats graphics in the same way as it treats normal text – when you import a picture, it is treated like one large character. It can therefore be cut, copied and pasted using the same tools as you would for your text.



ABOVE: In true DTP style, you can even view your document layout as it will apear once printed.

Unfortunately, because of this approach, text cannot be run around a picture in the same way as it can within *ProWrite*. This often results in large amounts of white space.

You can of course resize a picture to reduce white space, simply by dragging out any one of its four corners. The text that follows the picture will then be automatically reformatted to take into consideration the picture's new size.

Unlike *ProWrite*, *Excellence!* does not support HAM pictures, so you're restricted to a maximum of 32 colours. I would personally have also liked to have seen support for graphic elements other than bitmapped graphics – for example, the ability to import structured clips from ProDraw, and perhaps even a selection of structured tools built into the program for drawing such things as lines and boxes (like *PenPal*).

Spelling it Out

Excellence! comes with a 140,000-word spell checker that includes legal, technical, medical, scientific, geographical and even biological supplements. This is without doubt the largest spell checker you're likely to find within any Amiga word processor (I think *Word Perfect* is about the only program that even comes close).

Even larger still is the thesaurus – it contains no fewer than 1.4 million words! Like all thesauruses, you can use it to obtain a list of alternatives for a given word. OK, nothing special so far – but it will display a dictionary definition of the word. An interesting feature is a grammar checker that will also assess the readability of your work, which can be handy for assessing the appropriateness of your writing for a given audience.

Excellence! is the very first Amiga word processor to directly support printing to Postscript devices such as laser printers. You can still print to Preference-supported printers either as standard text or graphically. If you print graphically, your document retains the fonts which you used on the screen, although quality is not quite so good.

Conclusion

IWhile it is undoubtedly not quite as fast as *ProWrite* its power is just too great to resist. In all, *Excellence!* is... er... quite excellent!

VERDICT

PURPOSE
Word processor with multiple font and graphic import facilities.

SPEED: GOOD
Screen rendering can slow down at times, but on the whole things run at an impressive pace.

DOCUMENTATION: EXCELLENT
There's a tutorial to get you started, plus comprehensive coverage of all the program's functions once you've got the basics sussed.

ACCESSIBILITY: EXCELLENT
Easy to find your way around the system.

VALUE: EXCELLENT
We've just heard that the price will be £99.95, which is great news.

FEATURES: GOOD
It would have been nice to be able to run text around graphics more fluidly, but then you can't have it all.

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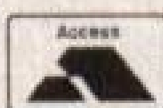
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Volume 1

If you are familiar with computers then you will appreciate one thing that they all have in common: they all have an operating system.

The operating system performs all of the input and output functions for the computer, and is what really gives a computer its look and feel. The Amiga's particular operating system is called AmigaDOS – how's that for originality?

Mastering AmigaDOS 2 sets out to teach the Amiga owner how to get on with their computer – how to explore all the many everyday functions that you just don't notice from the Workbench.

Desktop Guide

One fact that strikes you at once about this particular set of tomes is that it's not just about AmigaDOS 2, the new version incorporated in the latest A3000 machines. It does contain information about that, as well as the forerunners 1.2 and 1.3, with the specific differences explained.

Starting from first principles (the way that files, directories and paths are used), information on the subject is built up gradually. Early on, the touchy subject of the CLI (Command Line Interface) is introduced, and the book explains just why you need it. That is, to gain some real power over the operating system, rather than being a slave to Workbench

Once you're over that hurdle – that is, you really do need to use the keyboard – each subject is dealt with in the same friendly, explanatory manner. Disk formatting, wildcards, the Shell, Ram disk, Ed – the first section gives a thorough grounding for the complete novice.

From this start the book goes on to cover every different feature of AmigaDOS and how to get the most out of it. The style is amusing without being cute, and everyday example are used as much as possible. If you're a complete beginner or unsure of a few areas, this book is an amazingly informative read.



RIGHT: Volume 1 of the two-book set was actually the second to be released. It introduces the tricky bits, so it's really for beginners.

Two new books released this month promise to guide the novice and expert around the Amiga's operating system. **PAT McDONALD** reads up on it all...

Mastering AmigaDOS2

AmigaDOS Guides ■ Vol1 £21.95 Vol 2 £17.95 ■ Bruce Smith Books

Volume 2

If Volume 1 is so good, what is the point of having a Volume 2? Volume 1 is a tutorial, it teaches you how to use AmigaDOS. Volume 2 is more of a manual – the first thing it does is list all 101 AmigaDOS commands.

It does this very well though. Each command has at least one page devoted to it – many commands have two or three. If there's a changed usage for a different version of AmigaDOS then that's clearly listed.

The book therefore assumes that you already have a working knowledge of the CLI and want to really get into the commands under your own guidance. Each command explantion is clear and to the point – few words are wasted.

As a reference book it's very useful, especially if you want to know about AmigaDOS 2 and the A3000. So far as I know there isn't any similar book that includes AmigaDOS 2.0 specific areas, or can compare for explaining as simply as possible what each command does.

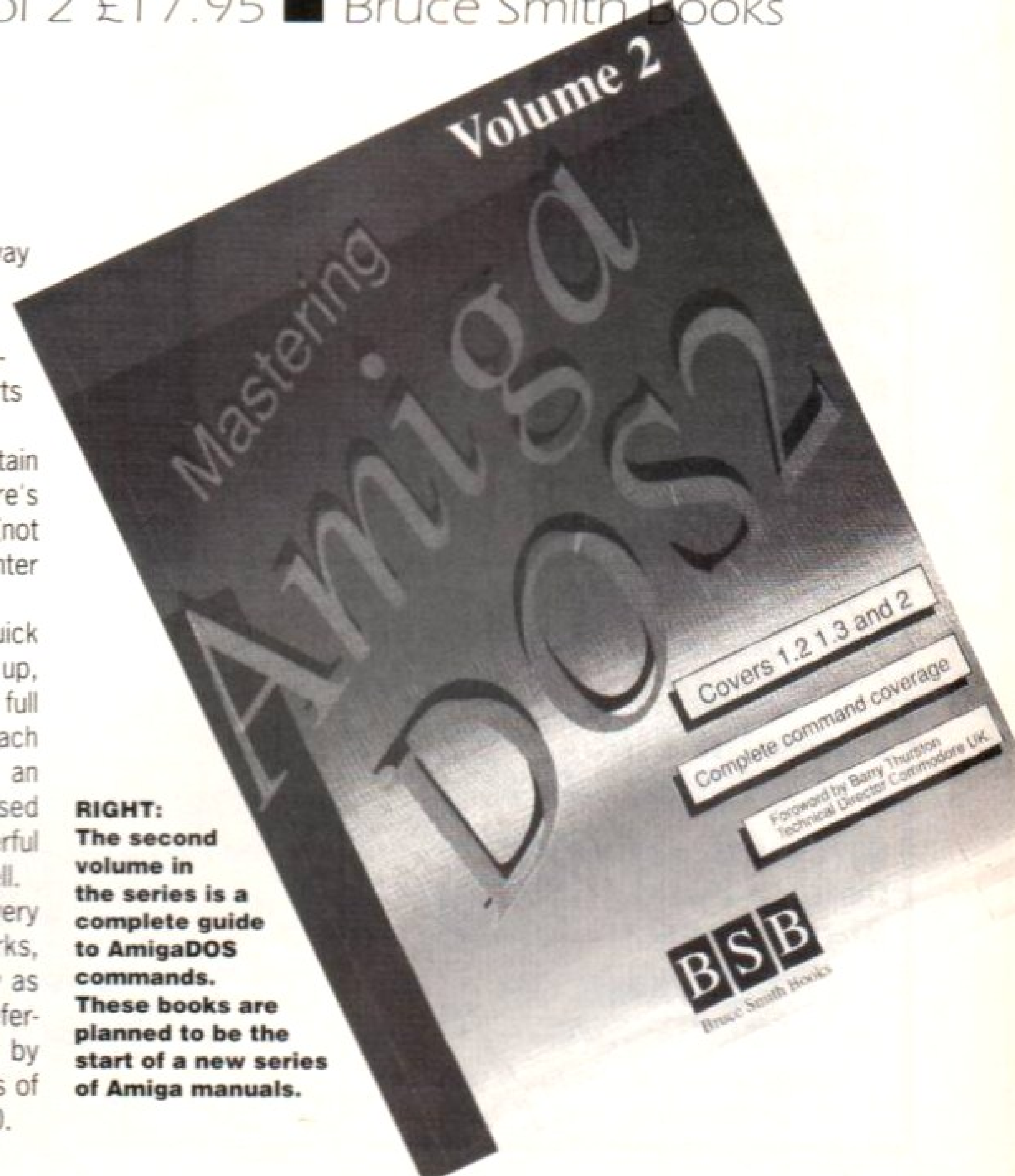
There's more

Once you've ploughed your way through all these fascinating descriptions of commands, you run straight into the five appendices (six if you include the adverts for other books in the series).

These appendices do contain some useful information. First there's a full listing of all the error codes (not the Gurus) that you can encounter when working with the Amiga.

Other subjects include a quick look at how IFF files are made up, viruses and how to avoid them, a full listing of just what is one each Workbench disk ever and also an explanation of of the mountlist, used for mounting weird and wonderful hardware. The index is good as well.

If you need to know how every single AmigaDOS command works, get this book. It 's not as friendly as Volume 1 but it is a definitive reference. Both books can be bought by mail order from Computer Manuals of Birmingham, phone 021 706 6000.



RIGHT: The second volume in the series is a complete guide to AmigaDOS commands. These books are planned to be the start of a new series of Amiga manuals.

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LEFT: This beats the hell out of any Sculpt scene – that Audi looks like it's parked in a showroom. Or perhaps it was. This is simply a digitised image.



TOP RIGHT: If you just want to view 24-bit image files then this board will do that.



BOTTOM RIGHT: Roland Kohler, the designer of the VD2001, grabbed by his own creation – which probably explains his expression. This isn't a photograph, but a computer-digitised image.

Keeping up with the latest advances in video and graphics, we look at a new 'true colour' framebuffer and image grabber. **PAT MCDONALD** reports.

MasterBoard VB1

24 Bit Graphics System ■ £1750 ex VAT ■ G2 0252 737151

Keeping pace with advances in technology, many companies are now producing 24-bit image buffers to give true colour ability to the Amiga owner. "What's a 24-bit image buffer?" I hear some new readers cry. Put simply, it's a card which can store and display 'true colour' pictures.

24 bits of video information gives over 16 million different colours on the screen: all the colours that you could ever possibly need to display any picture true to life, no matter how many shades or tones it contained.

There's More

The VB1 comes from Austria and two versions are available – the FB2001, which is a simple 24-bit display card, and the VD2001, which we looked at. As well as displaying 24-bit images, the VD2001 can also digitise them from an external video source.

Using this feature is a snap. You select the 'Live' option from a menu and the monitor starts displaying the live video image. Pressing 'Grab' will snapshot the video image into a 24-bit computer masterpiece.

Manipulations

Simple editing features include 'sampling' of areas (that is, the computer remembers the colour pattern and that pattern can be wiped from the picture). Areas can also be cut and pasted (as per the brush function found in many paint packages) and also resized. It's very easy to build up montages of images, but the main software should not be considered as a 24-bit paint program.



ABOVE: Mixing different 24-bit images is not too difficult – here the G2 logo is overlayed over a Sculpt face.

What it can do very well is prepare 24-bit images for use in video. Colours can be keyed, so that with a genlock, another video image will play in that particular area. The features available are not stunning, but they do allow some simple editing of 24-bit pictures – enough for most purposes.

In a few months time G2 hope to have ready a 'simple' 24-bit paint program, to allow more editing features, such as masking, polygon drawing and fills.

World First

The main strength of the VD2001 is that not only can you see 24-bit raytraced pictures, you can actually edit them and use them on video. Plus you can digitise pictures and mix the two styles and overlay graphics over video – the VD2001 has a broadcast specification for output.

Drawbacks? Well, the size of the images is enormous – so much so in fact that you will need to save them onto a hard disk every time. Because the computer is dealing with such large amounts of data, a normal Amiga is reduced to slug speed, so lots of memory and an accelerator are highly desirable. Plus, you'll need two monitors: one for the digitiser images and one for the software's control panels.

INCOMPATIBLE

There has been a positive explosion of 24-bit display systems in the past 18 months. More and more are being released all the time – and you might think that's good news. The problem is that the software needed to process and tinker with 24-bit image systems has been slowed down dramatically as programmers have to rewrite new drivers for new cards.

The good news is that this situation is gradually getting better. Artbeat Computer Graphics are working on a driver for Sympatica which is compatible with the VD2001. This will mean that Amiga 24-bit Sculpt images can be saved down onto video tape at professional recording levels, frame perfect, automatically – which will establish a new standard in video animation.

So hopefully the Amiga will be used more in the actual creation of new TV and cinema productions, rather than being regarded as a cute games machine with some titling potential.

VERDICT

PURPOSE
24 Bit Graphics System for the Amiga.

SPEED: POOR
Not surprising really, but you can live with it.

DOCUMENTATION: N/A
None available at the time of writing. Very sorry.

ACCESSIBILITY: GOOD
Easy to find your way around the system.

VALUE: AVERAGE
Does a lot but costs a lot as well.

FEATURES: GOOD
Not only can you see amazing graphics, you can edit them too!

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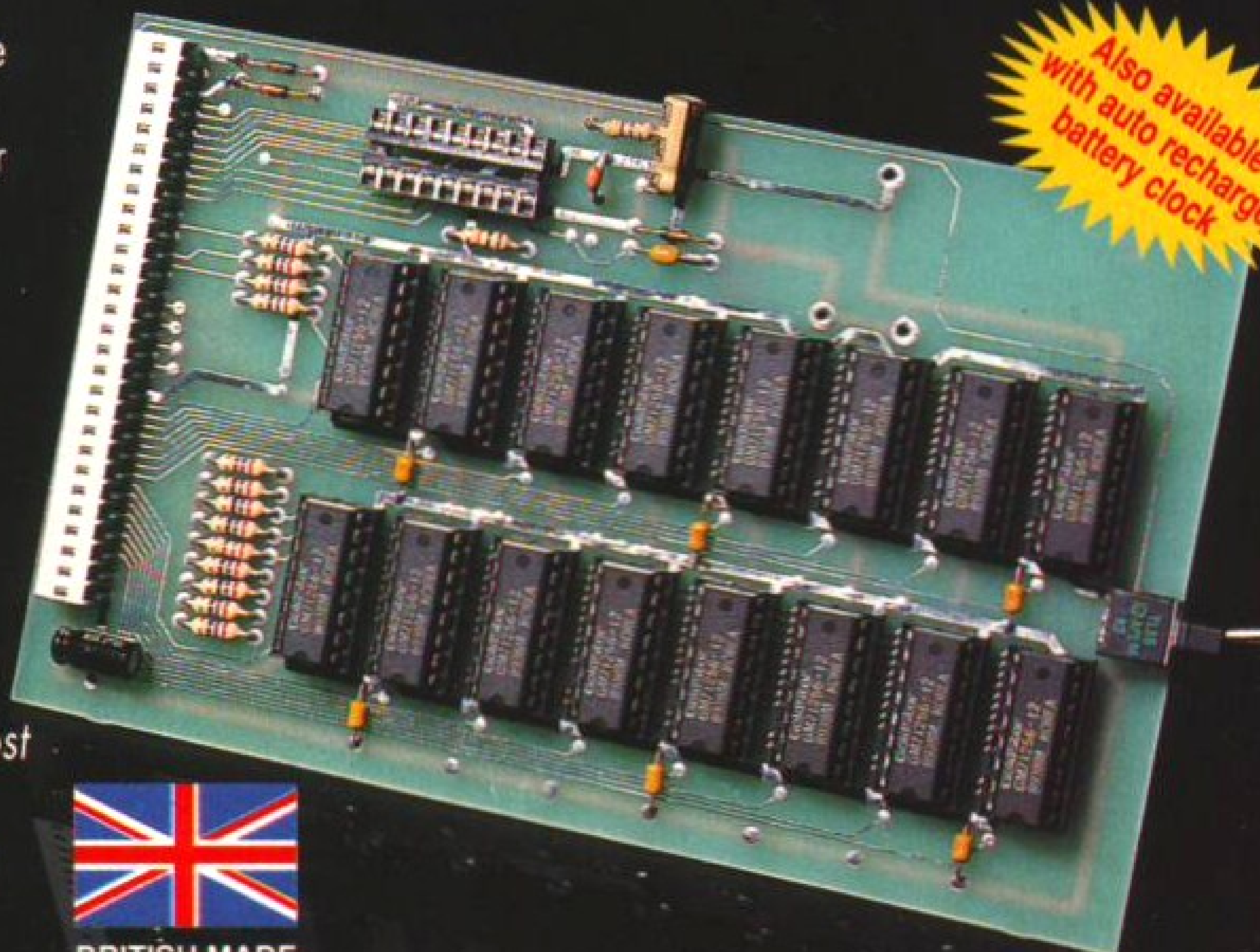


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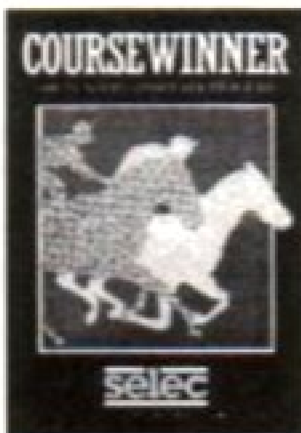
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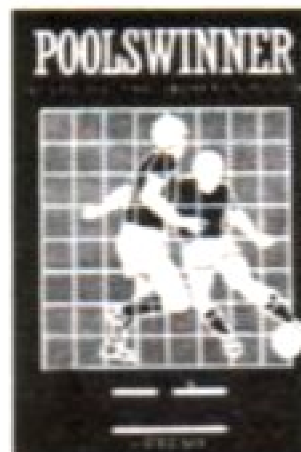


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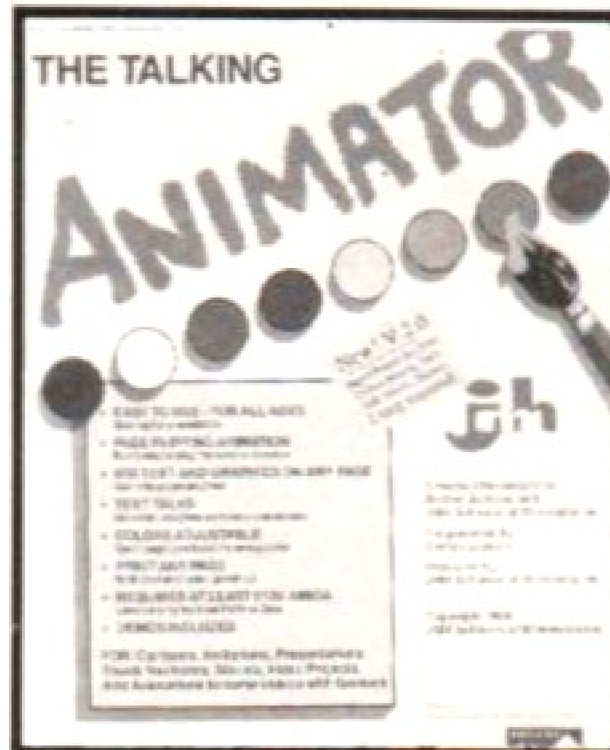
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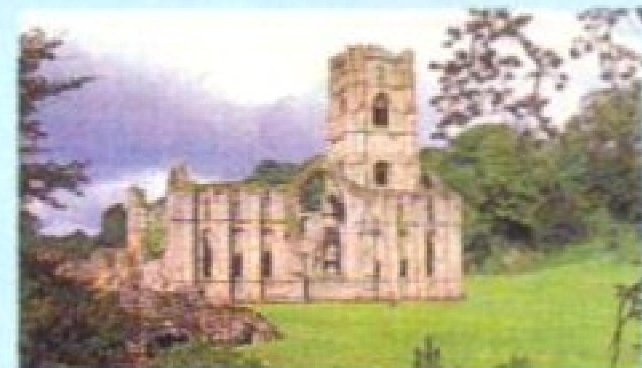


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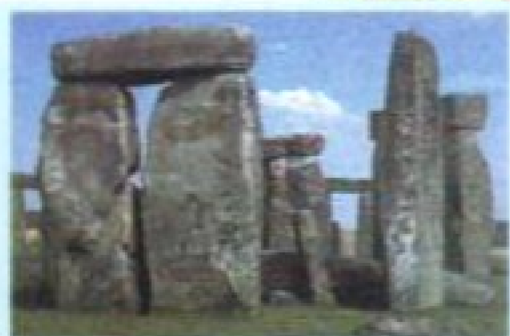
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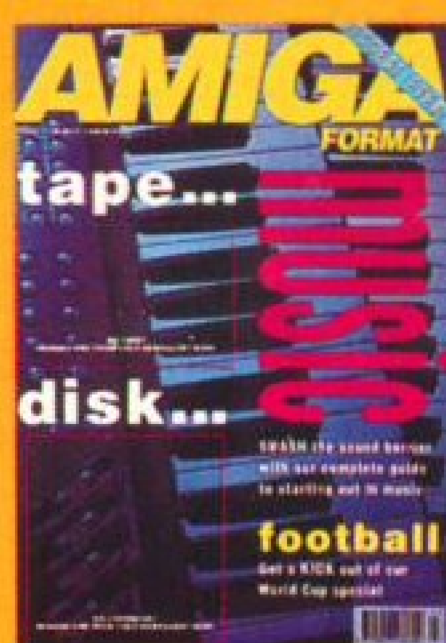
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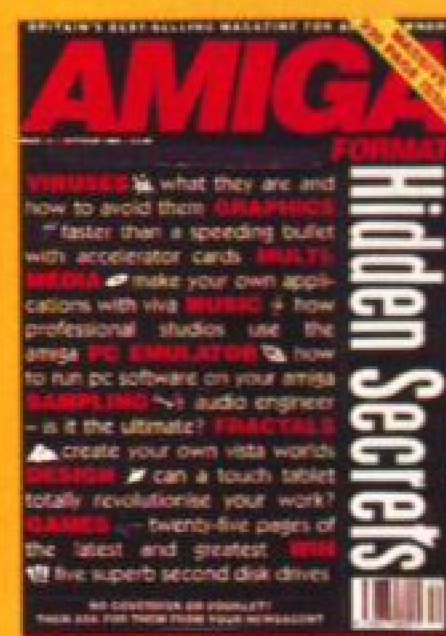
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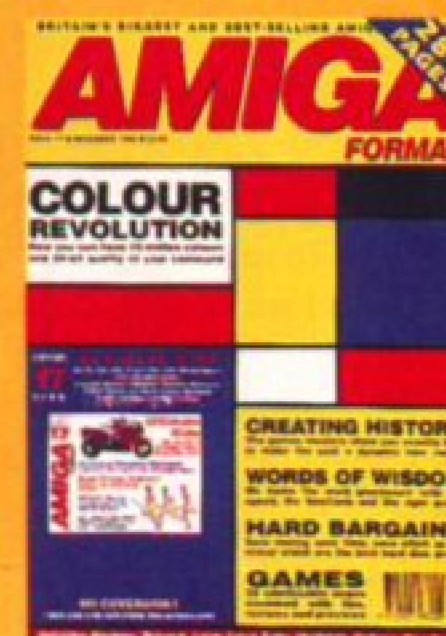
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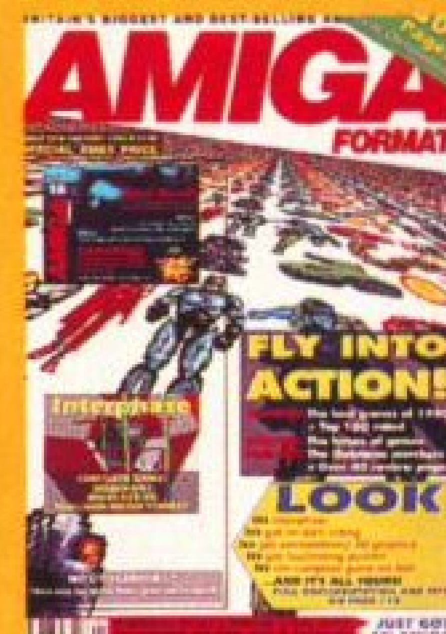
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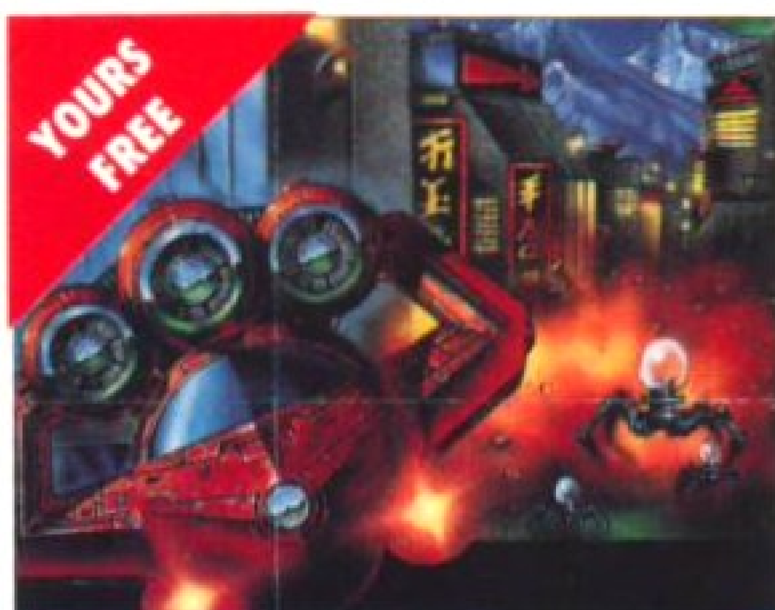
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X Rated Questions

At one time, Music X promised to be a complete and final solution for Amiga musicians: but it hasn't happened. **JON BATES** asks hard questions about the reasons.

Music X is undoubtedly one of the finest music utilities for the Amiga and is now released in version 1.1. However there are one or two areas which were targeted as 'growth areas' when the original version was released that have not really come up to the mark.

We were promised that there were to be plenty of editors and voice library facilities in forthcoming upgrades. The unfortunate thing is that on the present version there is not a new library or editor in sight and in actual fact one of the original faults is still present.

The *Amiga Format* phone has also received your queries and problems regarding this area so if you have also been puzzled and ripped the manual to shreds in search of elucidation, worry no more. This is what does, or rather does not, happen.

Hearing Voices

Apart from sequencing, sound-creating and generally being very clever with MIDI keyboards, *Music X* also has a voice library page. The concept is quite simple although the execution is difficult. You can talk directly to any synth, pull the voices from it in data form and store it on your disk.

No more hunting around for the correct sound: you simple load up the voice library, play the sequence and away you go with the correct sounds in the right place.

Well that's the theory and for the most part it works. In order to do this *Music X* uses what is termed as a Protocol: that is to say a template of coded instructions that talks directly to the heart of the synth's memory banks and transfers voice data backwards and forwards to the Amiga. Each make and model of synth requires a different Protocol and with version 1.0 there was a promising but incomplete set that we were assured would be added to.

If you have just the Protocol, you can pull in voices from the synth and display them on the library pages and store them as separate files. Two synths, the Roland D-50 and Yamaha DX-100, had been singled out for special treatment as there were excellent graphic editors for them.

This was a brilliant bonus. No more precious pennies forked out on separate voicing software as this utility was all part and parcel of the *Music X* suite. The sad fact is, however, that there are no new Protocols in the latest version and no additional synth editors.

No Editor

Although there are plans to release two or three new Protocols to enable you to store voices there are no plans to make any new editors available. I, for one, would be quite willing to stump up a reasonable consideration for such a useful facility and judging from your phone calls and my enquiries there are plenty more who would be willing to do so.

The niggling error that occurred in version 1.0 is still present too. If you try to load in the Yamaha TX81Z editor an error message, 'Old Music X Format', appears. This means that this editor was created in a pre-release version and has not been adapted for the final version.

The UK end of Microlllusions is handled by The Software Business. They are making some new protocols available for the Roland's D-110 and U-220 tone modules but they are still looking for new ones. If you have been beavering industriously away creating your own, then why not get in touch with them?

CONTACT: The Software Business: 0480 496497

LEFT: Music X: The library pages with sounds lined up. It's here that the problems lie...

BELOW: Another problem is the not-so-easy to create Protocol page.

RIGHT: That error message in full! It's an unfixed bug from a test version.

BELOW: One problem: trying to edit a Casio voice is not too much fun in SysEx data form.

THE X-CLUSIVE CLUB

Meanwhile the guys at Monumental Music have spotted a gap in the market and have launched *Club Sequence*, a monthly newsletter written with owners of *Music X* in mind. Each issue contains articles and tips, not only on MIDI and sequencing, but also on other related and useful topics such as copyright law, recording techniques and sampling.

Each issue comes with a cover-mounted disk with useful utilities plus examples and some will even have a demo cassette as well. They are also running up new Protocols as fast as they can and are planning to cover the Korg M1, Yamaha SY series and Kawai synths to start with. Other goodies on offer are over 500 song sequences, an hour-long instruction cassette for newcomers to *Music X* and a MIDI-file-to-cassette service.

For a yet-to-be-agreed fee you send in your song either in *Music X* or MIDI file format and they will realise it in their 16 track studio and send you the finished and mixed product. The instruction cassette costs a reasonable £9.99 and to join the club cost only £25 for one year. Members will get the benefits of an on-line help service and other special offers. Can you afford not to join?

CONTACT: Club Sequence: 0634 280680

SO HOW DOES A PROTOCOL WORK, EXACTLY?

Part of the MIDI code is an area known as Systems Exclusive or SysEx for short. When an instrument first receives the F0H (in hex) code it waits to see what follows as this means that some exclusive data is imminent. What will follow is a series of codes that define the make, type and model. Only if the instrument agrees with all this will communication be possible; thus making it impossible for voices to be transferred from, say, a Yamaha to a Korg synth.

This is the first hurdle in creating a Protocol. You then need to know what the codes are to get the instrument to agree to dump or receive voice data into its memory and this will have to be gleaned from those heavily-detailed pages found at the back of most manuals that map out the synths' memory codes and addresses.

Usually you can ask for voices to be sent separately or in a block, known as a Bulk Dump. It is quite common for the synth and computer to quiz one another during the course of the initial exchange, known as 'handshaking', and at the end of a dump a check procedure is carried out to ensure that al the data has been sent (CheckSum). As you can imagine, protocol writing is not for the faint hearted.

MUSIC X: THE GOOD NEWS

Whilst talking to Microillusions in California, despite the rather bleak outlook for new Protocols and editors, they did let us know about some new modules about to be made available for *Music X*. These modules will load up into your version and add to its capabilities. They are Print Event, Deflam, Flexevent and Scatter.

'Print Event' does just what it says and gives you a hard copy of all the list of notes and MIDI events in a sequence so that any errors can be pinpointed without the sometimes laborious process of scrolling up and down a long list of numbers.

'Deflam' removes all notes under a specified length and will come in handy to remove those annoying short notes that you didn't mean to hit.

'Flexevent' is a module that allows the feel of a sequence, velocity, timing etc., to be imitated throughout "based on a logical criteria", and 'Scatter' injects a degree of human feel into a mechanical track, but more controllably than the present Random feature.

These are hopefully going to be available soon although there is no sign as yet of the long-promised notation scoring and editing module.

The news of these imminent releases will provide some welcome relief to users of *Music X*. Meanwhile, there is some talk of an all-new version 2 of the program being worked on, which will perhaps extend the current facilities to cover the criticisms made overleaf.

Play in any stylee

UK music software producers Gajits, who have recently moved to new premises in Manchester, seem to be expanding their operations considerably at the moment. The first hint of things to come in the future is the announcement of a new 'music composition system' to make the process of writing songs quicker and easier.

Going by the name of *The Hit Kit!*, the system is intended for use alongside your existing sequencer and will be released in a number of different versions to be compatible with the various popular sequencers.

The idea of the kit is to help you to create parts for different instruments in a variety of musical styles: drum tracks bass lines, arpeggios and even complete songs in styles from ballads, blues and disco music to house and reggae.

Although a price was not available at time of going to press, *The Hit Kit!* is going to be given away free with every copy of Gajits' *Sequencer One* program for the Amiga – which is apparently intended to compensate Amiga owners for the fact that the sequencer was realeased in Atari ST format first!

CONTACT: Gajits Music Software: 061 236 2515

MIDI Music Show

Gajits are also among the exhibitors for the MIDI Music Show, which takes place at the Novotel in Hammersmith, London on the 26th-28th April. The MIDI Music Show is, perhaps unsurprisingly, the only show dedicated purely to the MIDI musician and as such should be well worth a look for any avid Amiga music fans.

Classical rocks on

With all the news of chart hits being released in MIDI form on disk for you to tinker with (see 'New era for interactive music', right), we've now heard about a new firm who intend to release classical compositions arranged as MIDI files.

Digital Music Archives was set up by famous classical rock musician Francis Monkman (Curved Air and supergroup Sky) along with Richard Gonski, an orchestral conductor and currently the Music Director of the Electric Symphony Orchestra, and George Chkiantz, a top recording engineer and electronic music expert.

Each disk will contain a complete classical music score, in a format suitable for use by *Bars and Pipes* or as pure MIDI data. To play the pieces back, you will need a multi-timbral synth or sound module. Expect high compositional standards.

CONTACT: Digital Music Archives: 071 624 8774

NEW ERA FOR INTERACTIVE MUSIC

The latest news about the release of top chart hits in the form of MIDI and Music X formats (first reported in Amiga Format Issue 19, Page 133) is that a new company has taken over the distribution rights.

Financial troubles for the original distributor have led to the takeover of the product range by Courtney and Walker, a long-established firm of musical instument retailers in Portsmouth. The firm is also an Amiga main dealer and now concentrates a major portion of its efforts on Amiga music.

Chart hits by such major artists as Madonna, Staus Quo, Kylie Minogue, Neil Diamond, Bill Ocean, Lionel Ritchie, Michael Jackson, The Communards and Wings will be available at a price of £19.95 per disk: each disk including at least four songs. Classical arrangements are also expected to be released, but only two pieces of music will fit on a floppy.

Songs will be released complete with lyrics under a proper licensing arrangement, and quite apart from the obvious potential for Karaoke evenings in the homes of Amiga owners, they will offer musicians the chance to learn from and utilise the styles of playing and arrangement popularised by successful bands.

Along with the recent announcement by Warner Brothers (News, Issue 20) that MIDI code will be included on may of their CDs from now on, this seems to usher in a new era of interactivity in popular music. Speculation is also being made that users of the new CDTV, which comes fitted as standard with MIDI connections and can play audio CDs, will be at the forefront of the interactive revolution.

CONTACT: Courtney and Walker: 0705 822036



Madonna, one of many chart artists whose hits will reach the Amiga.

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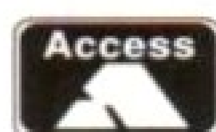
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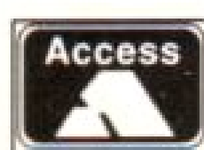
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Yes, again this month if you send a S.A.E. for a price list, we shall send it to you with a free disk of P.D. software - Plus this month, your name will be entered into a free prize draw.
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PD Update

Another adventurous journey of exploration into the universe of free software. **PAT MCDONALD** is your guide to taking a walk on the serious side, while **MAFF EVANS** dons hip street-attitude clothes and checks out the Demos.

CHEAP 'N CHEERFUL GAMES

AMIGANUTS 924



Once you've seen one SEUCK game, you've seen them all. At this price though (50p!) it's still pretty good value.

Five games for £2.50 – you can't really complain at that, now, can you? These come from various different PD disks but have all been slapped on to one for the bargain basement crowd.

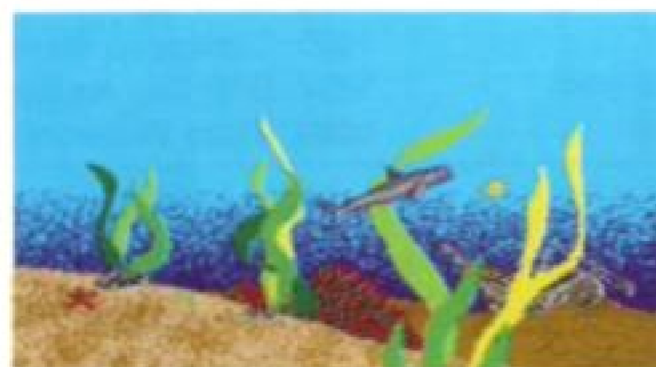
There's a *SEUCK* game on this (Shoot-em-up-Construction-Kit) from Steve Perkins. It's based loosely on the *Star Trek* genre. Quite fun for a while but soon pales, as most *SEUCK* games do – left, right, fire...

If you're into fish then *Shark!* from Jim Webster might be more your style. You control a shark and must try and eat as many perch as possible. Jim Webster has written a number of features into it – there's different levels of difficulty and so on. He also gives a few insights into how the game was written, which makes for some interesting reading.

Gerbils uses a similar bestial theme but is much more simple. You control a gunsight with the mouse, and must shoot the rabid gerbils but not the tame ones. Plain graphics but it's very difficult indeed – I've yet to get off the first level, as the rabid gerbils really shift around the screen. Well done Charles Massey.

There are two other two-player games on the disk. The first is a brain game called *Dominion*. Set in a boring text-looking galaxy, it requires you to carve out a stellar empire and then take on your opponent. Cleverly programmed by Mike Bryant, but a little dull.

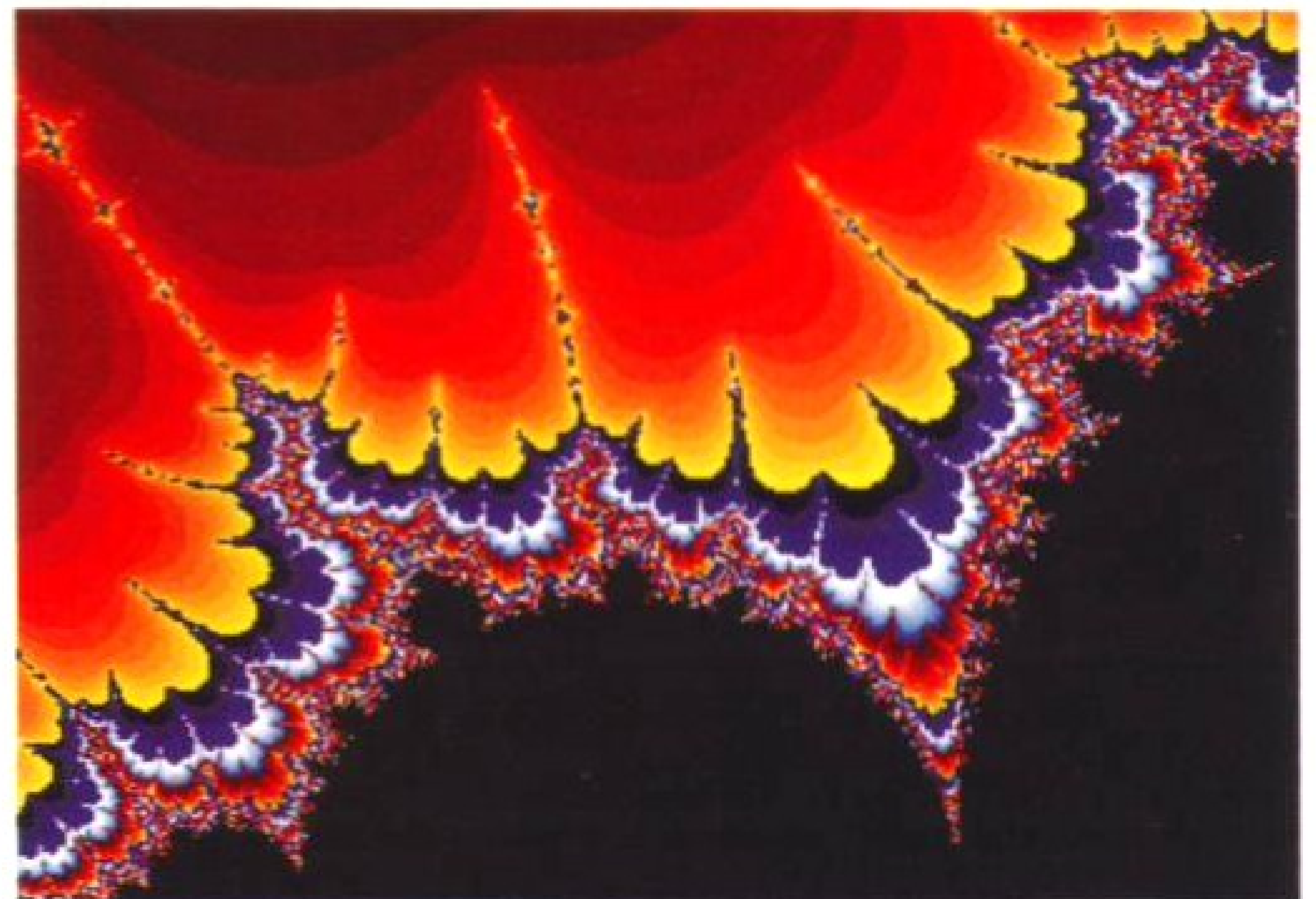
The other is called *Boomerang*, and is a fast arcade maze game. The two players each control a sprite with a joystick, and have a boomerang to hurl at the opposition. Only problem is, if you miss you have to go and pick it up! Not an easy game, and it leads to some fierce competition.



A strange but simple concept, *Shark!* relies on the mouse for control. Simple but different.

MANDELBROT V1.85

AMIGANUTS 932



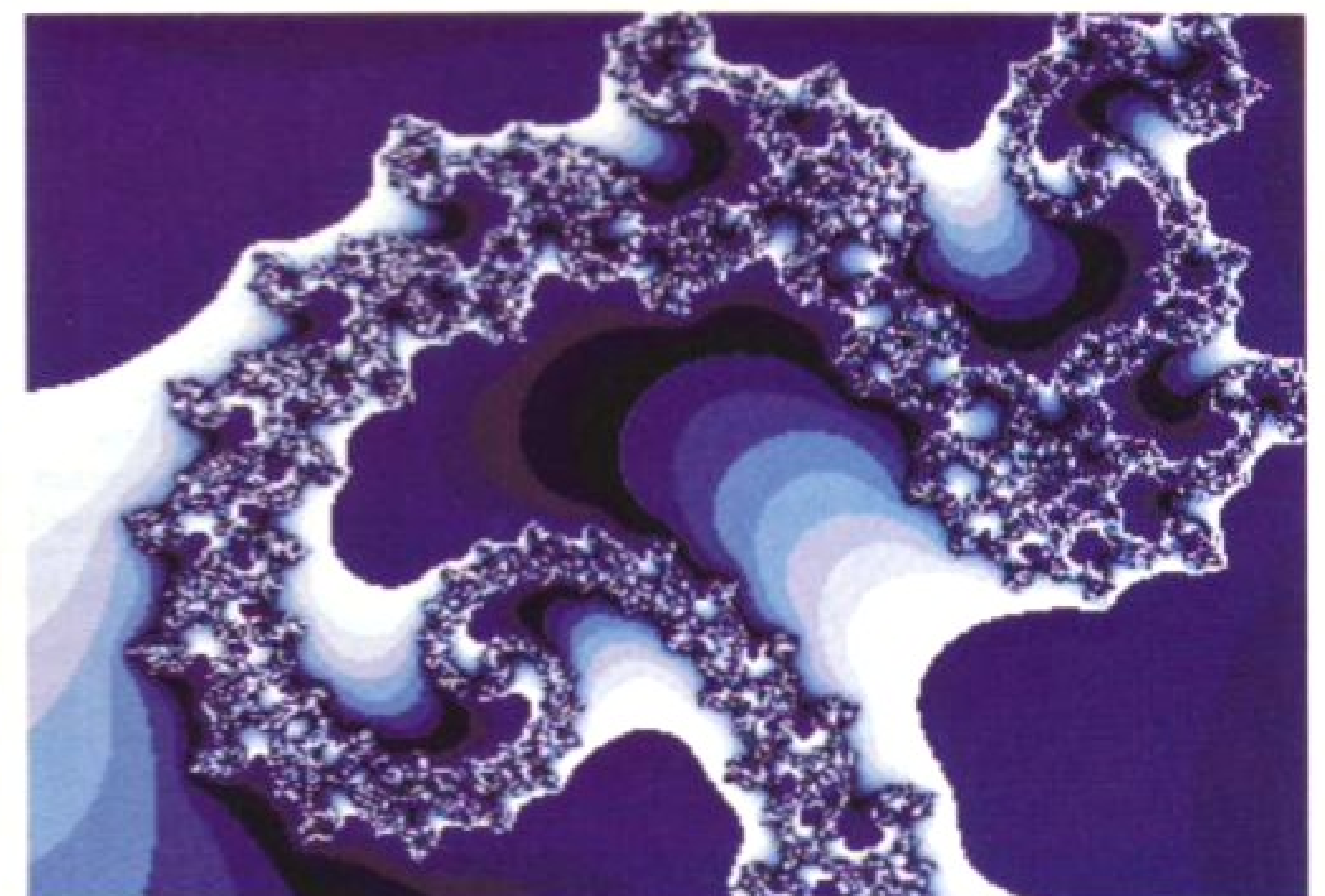
Just when you think every single fractal generator has been done, along comes another one. It was written in AMOS by G Shilvock and M Norman and boasts a very nice front end indeed.

If you want to change the colours or resolution (it doesn't support overscan, alas) this is a snap to achieve at the click of a mouse. I'm not sure why, but for some reason the Mandelbrot sets produced by the program have a sharper, more colourful look to them – possibly because it was written in AMOS or perhaps it's just down to good programming.

One definite side-effect of AMOS is that the program is pretty slow, but there's a handy preview option which quickly generates a smaller version of the full output. Saves a lot of time wasting.

I think that this is an ideal introduction to the subject, mainly due to its user-friendliness and bright, colourful output. Maybe not for serious maths-heads, but the results are so good!

Using 32 colours, the Mandelbrot V1.85 fractal generator can produce some stunning results. A shame that it takes so long.



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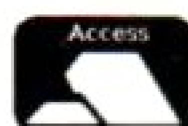
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(X) = OVER 18's ONLY
FIGURES IN BRACKETS INDICATE NO. OF DISKS

DEMOS & ANIMATIONS

016 Space Ace Demo
085 Red Sector Megademo (2)
089 Gymnast Animation *
103 Wild Copper Demo
107 RAF Megademo (2)
157 Cool Cougar Animation *
161 Kylie Minogue Demo (2)
240 Puggs in Space Cartoon
288 The AMOS Demo
298 Unicycle Animation *
447 Micro Mix Demo
483 Elvira Demo
568 Wings Animation
574 Laurel & Hardy (2)
646 Predators Megademo (2)
744 Red Sector Cebit Demo
747 Popeye Meets Beachboys
756 Scanners Animation (X)(2) *
762 The Run Animation *
771 Congaman Animation *
773 Shark Animation *
821 Popeye Demo / Game
825 Budbrain Megademo (X)(2)
853 Dragons Lair Demo *
854 Bread/Home & Away Demo
865 Coma Demo
887 Passion Animations *
895 Trip To Mars
897 Scoopex Mental Hangover
903 Beast 2 Demo
906 Madonna Cartoon *
913 Elvira Activities Disk *
932 Pain Is Just The Beginning
933 Cartoon Show
936 Not 9 O'Clock News 1 (2)
944 Magnetic Fields CD Demo
946 Subway: Clapping World
947 Mars Flight Animation *
954 Teenage Turtles Demo
964 Operation Vark!
966 Bloodsport 2
971 Not 9 O'Clock News 2 (2)
1001 Station at Khern ** (3)
1033 At the Movies **
1034 Stealthy *
1053 Not 9 O'Clock News 3 (2)
1070 Pussy Demos 99 *
1072 Rebels Tuttie Fruitie Pak II
1076 Rare Demos *
1088 Epic Demo *
1089 Not 9 O'Clock News 4 (2) *
1092 Pharaoh Animation *
1093 DPaint III Demo (2) *
1105 Crionics Neverwhere Demo
1110 Fractal Flight
1188 Fillet The Fish
1190 Pussy : Innership
1191 Clothes Peg Animation *
1200 Raiders of Lost Ark Anim *
1214 Anarchy: Scratch Pack 44
1226 Wizzcat Trashcan Demo
1229 Budbrain 2
1231 Awesome Game Demo
1235 Kickboxer Demo
1236 Rebels Tutti Fruitie VII
1238 Evil Dead Demo (X) *
1246 LSD: Comix Disk 1
1249 I Like Traffic Lights *
1256 Killing Game Show Demo
1271 Legend of Billy The Kid *
1275 Penguin Animations 1
1280 Horizon: Sleeping Bag
1287 Wrath of the Demon Demo

MUSIC

022 Sound Atax
024 Mahoney & Kaktus 2
033 Acid in the House
044 Batdance Remix
052 Awesome Sounds
053 Supreme Sounds 1
061 J M Jarre - Definitive
109 Amiga Chart 3
166 Vangelis *
187 Crusaders Audio X
216 Red Sector Music Modules
237 Zee's Hip Hop Music Disk
266 Sam Fox Super Sound Disk
267 Miami Vice Remix
285 Godbrain's House Disk
313 Relaxation Disk
335 Girls Need Love
364 Magnetic Beats
398 Powerlords: Power Musix 1
407 CD Player *
409 Crusaders: Freakd Out!
418 Electric Youth (2)
424 Made in Heaven (2)
426 Ripping Yarns
480 D-Mob Batmix
497 Amiga Chart 5
518 Bopus Polupus
534 Vision Music Masters
551 Genesis: Land of Confusion
552 Music Invasion 3 (2)
650 MAD: Nuls for Ever
654 Powerlords Power Musix 2
713 Flash! - Queen (2)
722 Beatmaster Club Mix
724 Technotronic Remix
746 Crusaders Bacteria
824 Digital Concert V
833 DJ Disco Leif 2
857 900 / Oxygene Remix *
866 Pan III Music Disk
870 Bruno's Music Box 2
910 Darkling Lords Music Disk
914 Special Brothers Music 2
922 Phalanx Beatbox
924 Game Boy Music Disk *
930 Rebellion
935 Madonna: Hanky Panky
941 Soundtracker Jukebox
959 Scorpions : Eargasm II
969 100 C64 Games Tunes
970 The Comic Strip Remix
976 Scoopex: Beast Sonix
982 E & L: Get Up!
986 Amaze : Revolutions
993 PSA Music Demodisk 1
1026 Digital Concert VI
1061 Captured Imagination
1068 Exile Chipshop
1077 Superior Sounds V1.1
1080 D-Mob Music Disk 4 (2)
1107 Stop Right Now! *
1224 Zarch: Ninja Remix Music
1227 R.A.F. Beat Thiz III
1243 Chip Music Festival
1244 Cryptoburners: Gladiator
1248 LSD: Supreme Music 1
1259 Cycron: Musical Massacre
1261 Questor: Perfect Songs 15
1262 Game Boy Music Disk 2
1276 Burning Independance 2
1282 Triumph Music Disk 9
1284 Cave: Synthetic Power
1292 Crusaders Does Genesis

SLIDESHOWS

078 Vallejo Fantasy Art (2)
082 Ray-traced Pictures
163 NASA Slideshow
167 Digiview Slideshow
171 Patrick Nagel Pictures
185 Escher Slideshow
238 TV Sports Basketball
282 Forgotten Realms
617 Neighbours Slideshow
716 Robocop Slideshow
725 Diggy Piggys Slideshow (2)
742 Madonna Slideshow
758 Evil Dead 2 * (2)
767 Cinemaware Slideshow
768 Action!
814 Viz Slideshow
831 Utopia Cartoon Slideshow
863 Scream Queens (2)
891 Creepshow
899 Madonna Slideshow 2 (2) *
942 Garfield Slideshow
968 Gorezone Slideshow (X)
1044 Desert Island Slideshow 2
1051 Total Recall Slideshow
1062 Golems Gate Slideshow
1073 Fraxion Fantasy Slideshow
1082 Annie Jones Slideshow
1085 Comic Slideshow (X)
1103 Girls of Sports Illustrated
1112 Fractal Factory 3
1210 Turtles Slideshow
1211 Fractal Fantasy
1242 Back To The Future
1272 Nemesis: Comic On A Disk
1277 Fraxion: Divine Visions (2) *
1279 Forgotten Realms '90

GAMES

034 Hack RPG
037 Moria RPG *
038 Paranoid
045 Golden Fleece Adventure
068 Adventures Disk 1
117 Monopoly
121 Stone Age
135 Classic Board/Card Games
151 Chinese Chequers *
172 Flaschbier Game
195 Electric Train Set
219 Tennis *
251 Blizzard
314 Breakout Construction Set
315 Return to Earth
496 Holy Grail Adventure *
498 Wanderer Game
500 Star Fleet
543 Track Record Race Game
567 Turrican Playable Demo
648 Star Trek (USA) (2) *
680 Learn & Play (2)
689 Eat Mine
690 Marathon Mine 3
727 Star Trek (Richter) (2)
754 CC Games 13
766 Treasure Hunt (Age 6-10)
823 Pseudo Cop Game
904 CC Games 22 (Welltrix)
938 Computer Conflict
957 Pipeline
962 Drip!
987 Snakepit
991 Jeopard (Risk-type) *
1004 Games Disk 9

GAMES

1084 S.E.U.C.K. Games
1091 Entropy
1113 Wet Beaver Games
1230 Dragon Cave
1245 Rings of Zon *
1283 Sub Culture
1408 APD59: Super Quiz
1411 APD62: Arcadia
1434 APD85: Reversi / Snakes
1445 APD96: Pair-It

REALLY USEFUL

006 DPaint Fonts 1
007 DPaint Fonts 2
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111 Grafix Utilities 1
118 Grafix Utilities 2
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642 C Manual
643 SID v1.06
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712 Slipstream Virus Killers
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1079 Prophecy: Coder Mag 1
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1099 Video Graphics (4 disks)

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1117 Geneaology *
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1253 Red Devil Utilities 5
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1255 Opti Utilities 1
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1265 Cryptic Utilities 17
1266 House Samples (3 disks)
1269 SpectraPaint
1270 Cryptic Utilities 14
1273 C-Light
1274 Star Trekker 1.2 Music Prog.
1286 Mandlebrot Generator *
1293 ProTracker v1.1a
1294 Chaos & Fractal Programs
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MORE NEXT MONTH



NBS

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Public domain software comes from 2 main sources. The first is where someone has written a useful little utility, which is of use to the writer and hence almost certainly of use to other Amiga users, but has no commercial value. The second is from enthusiastic Amiga owners who just love to show off their coding prowess, possibly to impress their mates, to prove to a software house their ability to code graphics, or just give pleasure to thousands of other Amiga enthusiasts. In the early days, much of the PD left a lot to be desired, but these days there are many fantastic utilities, games and demos which, at a nominal cost can bring many hours of pleasure, and there is now a veritable army of PD collectors. All true PD is without copyright and can be freely copied and used as you want, providing you adhere to any conditions stated on the disk. PD distributors should not make a profit on the disk, but charge on the service they provide. NBS provides one of the best and most helpful services available today, but please don't take my word for it, try us! If you have just acquired your Amiga, we recommend the following disks, which will either amaze, amuse, or be very useful. NBS disks are divided into the following groups:

D = Demos, M = Music, P = Requires 2 meg or more, G = Games, U = Utilities, E = Educational

D 146 RSI MEGADEMO. One of the best ever demo disks (2 DISKS)
D 153 PUGGS IN SPACE. A brilliant cartoon demo, yet to be bettered.
D 180 SCOOPEX MENTAL HANGOVER Brill Music and graphics
D 186 COMA DEMO. Flashy acid demo, together with more great demos *
D 190 RSI CEBIT DEMO. Terrific demo, with the best ever music *
D 033 TOMSOFT TRIP TO MARS. Vector graphics with a theme *
D 091 FILLET THE FISH Similar to PUGGS, but not as good, still brill.
D 315 UNREAL DEMO A game demo to show off some great graphics.
X 110 FRAXION HORROR Great cartoon graphic demo of nasty stuff.
M 005 MAHONEY & KAKTUS Brilliant music disk
M 030 DIGITAL CONCERT 2: Over 12 mins of mixed house music.
M 070 CRUSADERS BACTERIA Stunning sound and graphics.
M 170 NEWTRONS MUSIC DISK 'HEADBANGER' You will not believe this!!
G 107 STAR TREK GAME Good graphic adventure, Best with 1 meg (2 disks)

NBS GROWING BIGGER BY BEING BETTER!

G 109 BLIZZARD Good horizontal Shoot 'em Up.
G 133 PD GAMES COMPO Good selection inc Welltrix and Breakout.
G 136 DRIP Very tricky painter type game. Almost commercial quality!
G 137 THE TURN and TRICKY A couple of good puzzle games by Peter Handel.
G 138 MARBLE SLIDE A cross between Pipemania and sliding blocks. Great!!
U 220 SID A good utility to take the hard work out of CLI.
U 222 NBS SPEEDBENCH A faster loading workbench, plus some handy utilities.
U 225 AMIBASE A good database. Start a disk catalogue now.
U 226 RAZOR TOOLDISK A comprehensive set of mixed utilities, inc Virus Killers, copier, disc fixers. Not all for novices!
D 034 BUDBRAIN MEGADEMO. Our No1 title! Fantastic and funny, but contains some X-rated cartoons....may offend! (2 disks)

*** Compilation disks which contain other demos requiring 1 Meg of memory.**

LATEST & GREATEST PD LIST

D 215 SCOOPEX CHROMIUM - Brill demo from one of the best plus 5 more
D 216 PUSSY INNERSHIP - unusual demo. Great GFX plus puzzle and game
D 219 PAH! SIMPLE STUFF VOL 1....NBS Compilation. 5 demos including Tropical Sunset and Coke
D 220 PAH! SIMPLE STUFF VOL 2 - NBS Demo compo inc crusaders cinefex; great
D 221 PAH! SIMPLE STUFF 3....Dragons Lair, TimeWarp demo and more
D 222 CRIONICS TOTAL DESTRUCTION (1 MEG)....Some great effects.
D 223 BUDBRAIN MEGADEMO 2.....Very popular at the recent show.
D 225 HORIZON MEGADEMO (1 MEG).....Includes best ray traced anim ever?
D 236 GOLDFIRE ULTIMATE FX.....This group continues to improve!!
D 238 ANARCHY PRESENTS DEXION PARTY DEMOS 1.....Recent good demos.
D 239 ANARCHY SMOKER COMPILATION.....And some more!
D 240 CRUSADERS EUROCHART - JAN 91......Now needs a disk to itself
D 241 ANGELS MEGADEMO......Good but not mega
D 242 3-D DEMOS....Get out your 3-D glasses and CHECK THESE OUT!
D 243 KEFRENS - THE WALL......Great intro! Good graffix, then so so
D 377 NEWTEK DYNAMIC HI-RES SLIDESHOW (1 MEG)...piccys from the ads.
D 380 ADDAMS FAMILY SLIDESHOW......Collection from the cult series.
D 381 FRAXION FANTASY SLIDESHOW....Great presentation, great piccys.
D 388/9 BETTY BOO......Doing The Do (2 disk set)
D 386 BLOODSPORT SLIDESHOW....For oriental sports fans!
D 390 LIVE CORRUPTION-NAPALM DEATH SLIDESHOW......Heavy!.
D 393/4/5 DEFINATIVE MADONNA SLIDESHOW...(3 disks) 1 meg & 2 drives
D 545 JET FIGHTER ANIM...Similar to The Run, but far far better (1 MEG)
D 546 AGATRON ANIM 10... Enterprise leaving dock. Superb (1 MEG)
D 547 STEVE'S ANIM No 1...Some super little anims. Have a look.
D 548 STEVE'S ANIM No 2...More cute little anims. I love 'em.
D 549 AGATRON ANIM FLEET MANOEUVRE (1 MEG)...Tobias best yet. Very impressive.
D 555 BATMAN THE MOVIE ANIMATION (1 MEG).....Good funny cartoon movie!
D 559 MAGICIAN AND JOGGER ANIMATIONS (1 MEG).....Ray traced anims.
D 560 CAR & UNICYCLE ANIMATION (1 MEG).....Brill anim, a must for fans!
D 561 STEVE'S ANIMS 3 (1 MEG).....More of these cute litte anims
D 562 STEVE'S ANIMS 4 (1 MEG).....From Steve Packer.. (as featured
D 563 STEVE'S ANIMS 5 (1 MEG)....last month.)
D 564 EVIL DEAD DEMO (1 MEG).. Get the goulies, before they get yours
D 565 RGB & FOCUS (1 MEG).....The famous 'stretching nose' animation!
D 570/1 TRON ANIMATION (1 MEG 2 DISKS) Great anim based upon the film
D 572 FRANKLYN THE FLY (1 MEG)...Simple but effective and funny.. Good
D 573 TOO MUCH 3D (1 MEG).....The spaceship flies out of the screen!
D 574 CLOTHES PEG ANIMATION (1 MEG)......Bouncy, bouncy again. average anim

POWER DEMOS (All demos in this section require loads of memory)

P 001/2 WALKER DEMO 1 (2 MEG 2 DISKS)
P 003/4 WALKER DEMO 2 (2 MEG 2 DISKS)
P 005/6/7 LOST IN SPACE (2 MEG 3 DISKS)
P 008/9 THE SENTINAL (3 MEG 2 DISKS)
P 019/20 VAUX KILLER (2.5 MEG 2 DISKS) ...OK but not brill anim
P 021-026 UPGRADE (1.5 MEG 2 DRIVES 6 yes 6 disks!!!) multi part anim
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Demos Corner

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that'll blitz yo' screen,
Or some music to crank up
which sounds real mean.
Check out the guide which
will help you find
The best PD demos
that'll blow yo' mind!
Huh! Yeah! Kick it! (Get on with it!)
Uh... okay.**



BADBIRD ANIMATION
AMIGANUTS UNITED DISK 922

This is a pretty little anim from the mysteriously named Dr Gandalph. Created with *Sculpt Animate 4D*, the clip features a colourful Big Bird-type character who 'gets down' in true jazz style. Not technically stunning, but amusing enough anyway!



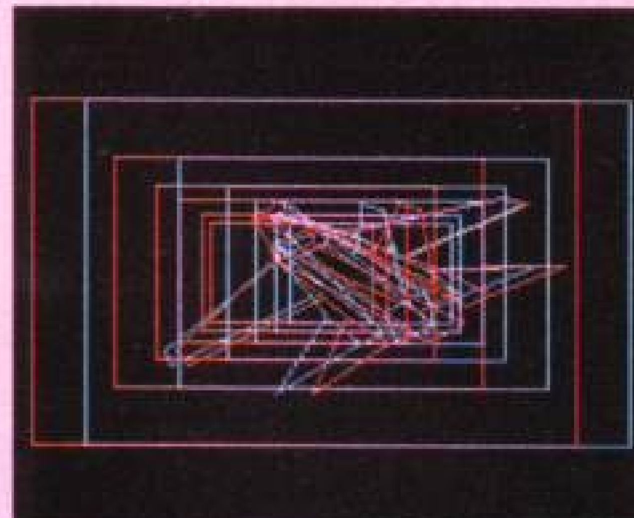
BUDBRAIN II
AMIGANUTS UNITED DISK 966

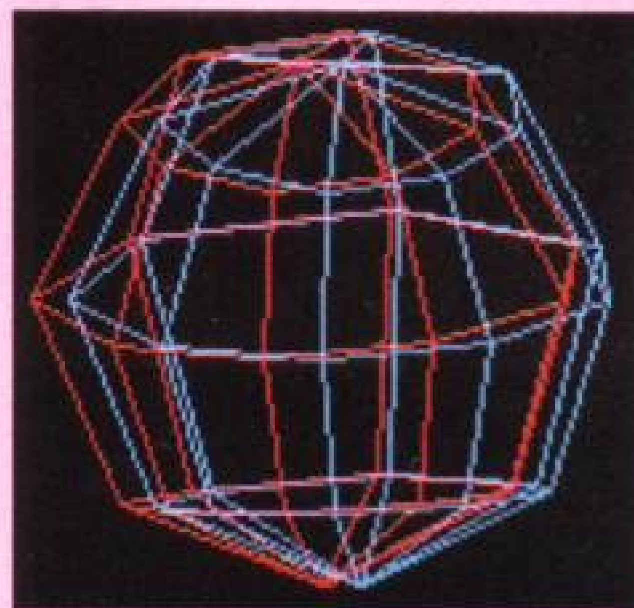
The intro to this set of demos is a bit of a dig at other coders. The scene consists of the Madonna cartoon recently seen in the *Crionics Megademo* being stabbed Psycho-style in the shower. However, the culprit is brought to justice in the end! The disk also contains a superb acid show called Africa. The demo features some rather colourful psychedelic patterns and cartoon images and is backed with an absolutely kicking dance groove. Some of these guys should get together and release an album!



SIMPLE STUFF
ULTIMATE PD DISK D189

This is, as it says, a disk full of simple demos. Most of them feature either scrolly effects or rotating vector shapes, but the real interest is the swirling, Tangerine Dream inspired music. Have a listen and trip out man.





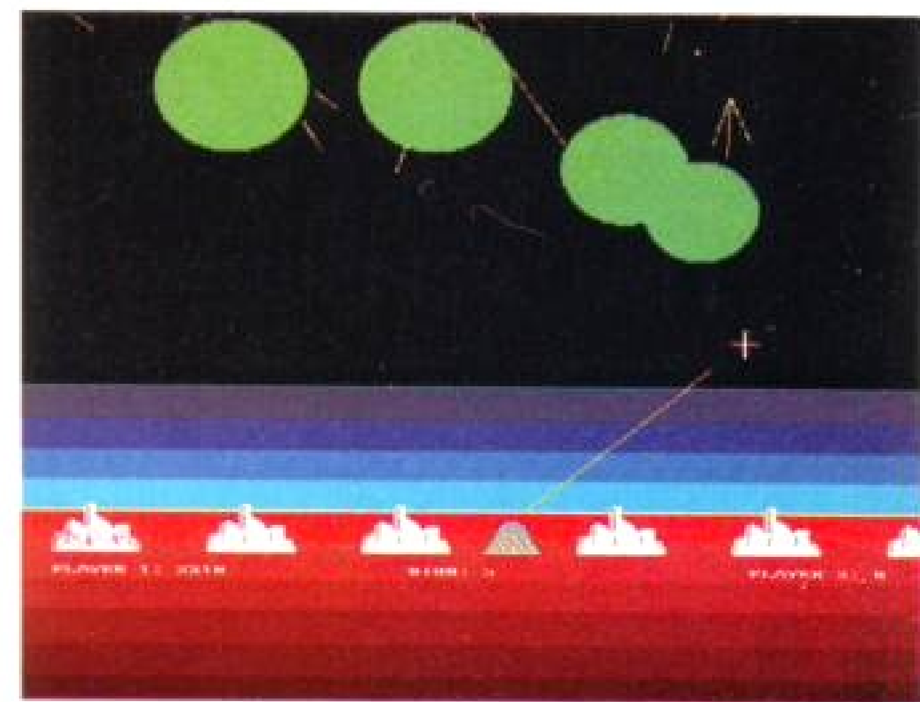
3D DEMOS
AMIGANUTS UNITED DISK 967

Not just your simple filled vector 3D this. Oh no. All the demos that are featured on this disk are of the stereo 3D type, using the red-and-blue filter system. To view the demos I'm afraid you'll need to get hold of a pair of red-and-blue or red-and-green 3D glasses. Try to find some if you can, the effect in the jet demo alone is worth it!

FRED FISH 444
SOFTVILLE

You can't really go wrong with buying one of the later (180 plus) Fish disks – there's always something of interest to anyone. This one is especially good, with a couple of good games and a few utilities.

The much-copied *China Challenge* by Dirk Hoffman makes an appearance, only this is a new version with a few changes and fixes. If you've never heard of it before, *China Challenge II* is a Mahjong game which was designed in China many centuries ago and remains popular around the world (Mahjong, that is – I don't think the ancient Chinese were up to Amiga technology).



You just can't beat a good old-fashioned game of *Missile Command*, from Fish Disk 444.

That old veteran *Missile Command* has yet another incarnation. This one from Max Bithead is beerware, which means if you like it and you meet him in the pub you should buy him a drink. I think it's a fair exchange – the game runs in Interlace mode, is very colourful and has some excellent graphics and sound effects. You really do feel nauseous when one of your cities is enveloped by a mushroom cloud.

Ever wondered about setting up your own bulletin board? The *Elite BBS* is also on the disk. You can attach any modem to it, even the ultra speedy 19200 types. The documentation is on the whole pretty good and there's a couple of test facilities. *Elite BBS* was written by Nick Smith.

If you've got a few drives and lots of disks to format, then *UltraF4* is for you. You can stack up lots of disks and format them all at the same time.

Finally, for those who want something useful and heavyweight, there's *RegExpLib*. What? Sorry, that's *Regular Expression Library*. Written by Stephen Moehle, it's an incomplete implementation of the expression handling used by Unix. For serious C programmers only.

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VARIOUS (& Previous Fish Disks)
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PEOPLETREE
AMIGANUTS 923

Back in *AF*18, I listed a little program for genealogists called *A-Gene*. Unfortunately, that particular version had several major bugs and proved to be fairly unfriendly. So Amiganuts withdrew it and temporarily introduced this program by M O Vahle.

PeopleTree doesn't have the massive specification of *A-Gene*, only supporting 500 entries. However it does have the advantage of being able to have large comments inserted about everyone in it. It's slightly less ambitious than the new A-Gene (mentioned below) but is simpler and more suited to smaller family trees with more detail for each individual.

A64 EMULATOR
AMIGANUTS 918

Hands up everybody who has ever asked for a Commodore 64 emulator! This is the software half of the solution, and does indeed seem to turn an Amiga into that venerable dinosaur, a C64. It was written by Cliff Dugan – he helped on one of the commercial C64 emulators, Go-64!

There are two important points to consider before buying this program. On its own, it can't load 64 programs or data – you will need to order a piece of hardware from the States in order to be able to plug in 64 disk drives and printers (this is fairly cheap, about $25). The other thing to remember is that tape loading is not supported: I suspect this is because very few people in the USA ever used the C64 with a tape unit. Ho hum.

Still, if you've got a lot of C64 kit and want to make use of it on your Amiga then this is the only solution that I currently know of.

TBAG 49
AMIGANUTS

The Tampa Bay Amiga Group continues to make monthly disks. I've not seen one for some time, but you can rest assured that they are still out there. As usual, all the programs and documentation run from a menu program, rather than from Workbench.

The utilities are, in no apparent order: *Amo*, which is a loan repayments calculator by James Mannion: *Fastpal*, a PAL/NTSC mode switching program for machines with a Super/Fatter/Thicker Agnus chip (no doubt handy for Americans wishing to use European software, but pretty redundant in this neck of the woods): *FixDisk* by Werner Guenther and Formatter by Olaf Barthel, two disk correction/formatting programs: and *New RAM* disk, a rewrite of the ever-popular *RAD:* utility. This will make a new *RAM* disk which behaves exactly like a floppy disk. It can be booted from and survives a reset.

Two games are also in there: Thet, which is a *Tetris* clone (The *Tetrix* – I understand that it had to be renamed after somebody made some noise over the name) and also *Xfire*, which is a bit like *Pacman* except that you are armed and dangerous. Quite fun but nothing special.

U-EDIT
ELECTRIX AU001

A shareware product from the hands of Rick Stiles. It's a cut version of the full program as per usual, but what you get is quite impressive. Ever wanted a word processor that could edit 100 different files simultaneously? I'm sure you haven't, but that's the main strength of this program at any rate – handling multiple files and jumping around.

For myself I found it finicky to use, but it does work and I'm sure with a bit more practice I could even get to like it. Horrible default colours though.

A-GENE V3.00 (1 MB)
AMIGANUTS 933

This is the rewritten family tree program. It's a shareware release, which means that it doesn't have all the features of the full version – the main feature of shareware is that you can try before you buy.

One important point is that the data created with the old *A-Gene* is not compatible with the new version. The author, T M Simpson, will upgrade data for registered users only, which is fairly good of him considering how much effort this will take.

Apart from being cleaner and less prone to crashing, the new *A-Gene* has much the same features – 600 people with 300 marriages, and a variety of data types: date of baptism, marriage, death and so on. There are no separate Mormon and Anglican versions, different religions being catered for with the same program.

As set up, it will work with any printer (necessary for this sort of

Continued on Page 186 ▸

Demos Corner



EVIL DEAD DEMO
AMIGANUTS UNITED DISK 950

This demo is here because I'm one of those people that is a great fan of director Sam Raimi, so anything with the *Evil Dead* in can't be bad! The demo features the room in the shack where most of the action takes place and a few of the demonic characters pop up along with a sample from the film. Use the cursor to blast them when they appear. It' s gruesome!

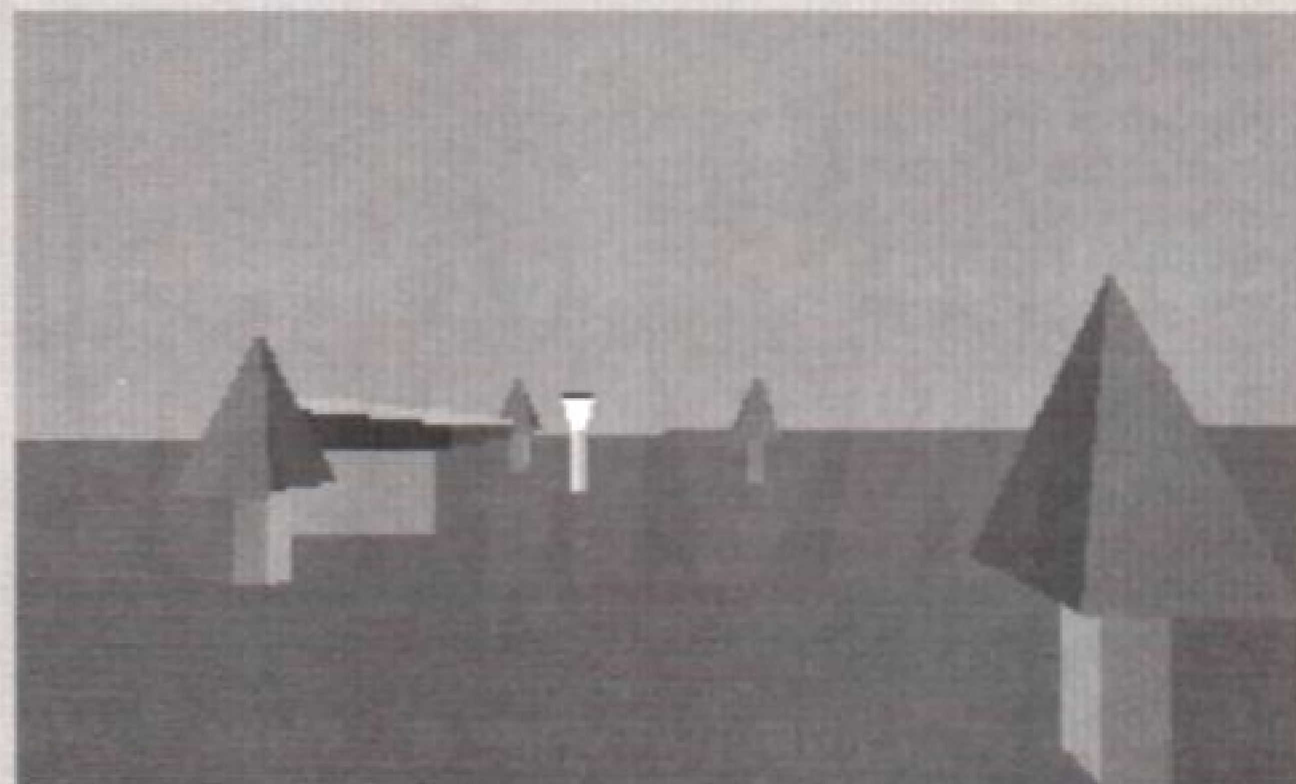
REBELS COMPETITION DEMO
UNITED FORCES PD

This is just the thing for those of you who like wild images and acid music. The pictures utilise the copper chip to produce some eye-straining effects and the Static composed acid track is equally head-scrambling. Well worth checking out.

MAXIMUM OVERDRIVE
SOFTVILLE PD DISK 719 (2 DISKS)

Most of the demo is pretty much a standard set of filled vectors whizzing impressively around the screen. That's nothing new, but the *Star Wars* style intro is more interesting, featuring a space dogfight backed with a sample from Life is Life by those fun Yugoslavians, Laibach.

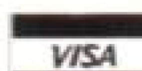








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593 BANKIN Handles your accounts
592 WORDWRIGHT,AMIGASPELL Wordpro.
591 QBASE & SPREAD database
590 CLERK A Clerk program ? I dont Know
589 JOURNAL Keep track of your Bank !
496 VISICALC Great spreadsheet !
495 RIM DATABASE Powerful PD Database
358 UEDIT WORDPROCESSOR and more
434 AMIBASE A simple 8 field Database
179 FLEXIBASE Simple database
178 ANYLYTICALC Good Spreadsheet

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602 ELECTROCAD DEMO PCB Designer
600 C-LIGHT - PD version of ray-trace prog
505 MAC CLIPART Great for DTP,etc....
494 ARP 1.3 AmigaDos Replacement Prog
466/467/468 Countach ClipArt - More DTP
464 Sozoban C - With ZC,A68K Asm ....
460 ICONMANIA Brilliant Icon Utils disk
378/379/380 C MANUAL (CLI) Just Superb
377 NORTH C - Compiler for the Amiga
356 MESSIDOS PC file read/Write to disks
354 SID 1.6 The best Directory Utility GET IT
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127/128 TV GRAFFIX Fonts and Backdrops
114 INTROMAKER creates scrolly demos

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118 NOISETRACKER 2.0 latest version MIDI
119/120 ST-01,ST-02 Samples disks
122/123 ST-90,ST-91 New Samples disks
117 FUTURE COMPOSER chip music maker
459 JAMCRACKER Great Sequencer
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126 FISH 300 Real time pitch converter

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569 DMOB MUSIC 3 Another Great Track
562 MANIACS OF NOISE Games Music
556 VOGUE GETPACK 2 Lovely musicdisk
544 BANGING RAVES Wild Rave music !
542 SILENTS FULL POWER House it up !!!!
532 CRUSADERS FEW TUNES .... Awesome !
531 CAPTURED IMAGINATION by 4-Mat
529 TECHNOTRONIX MEGAMIX The song
424 SOUND OF SILENTS Get this one !!!
286 REBELS MEGABLAST Great tracks ..
245 SCOOPEX BEAST from the game
242 100 C-64 TUNES Remember the 64 ?
227 JARRE DOCKLANDS Music and slides
425 DIGICONCERT 6 12 minutes of House
225 DIGICONCERT 5 The Power,Touch Me
224 DIGICONCERT 4 LeilaK and more ..
223 DIGICONCERT 3 Another 12 Mins !!
186 DIGICONCERT 2 This is Great as well!
220/221 DMOB 4 Ten superb House Trax
218 KEFRENS JUKEBOX Great music disk
133 CRUSADERS BACTERIA A Classic,Get it

AMIGA DEMOS

612 ULTIMATE FX by Goldfire - V.Good !!!
608 CRUSADESRS Jan-91 Eurochart !
606 CRUSADERS do Genesis ! Brilliant !
601 HORIZEN MEGADEMO Yummy Stuff !
164 MENTAL HANGOVER Still the BEST !!!!
583/584 MAXIMUM OD Superb Vectors !
563 CULT MEGADEMO 2 Very Impressive
549 SAE 56 Cryptoburner HFTSO demo !!!
546 FRAXION FUTURE VISIONS Get This !
545 SPACE DELIRIA by Crusaders BRILLIANT
540 TROPICAL SUNSET and more stuff
530 ANARCHY MADNESS + more demos
512 DEEP SEA DEMO by Intuition
504 NETWORK PARTYPACK Great !
473 WRATH OF DEMON DEMO
453 EPIC PREVIEW This is Wicked, Get it *
445 4-MAT CES MUSIC Great music disk
437 ANARCHY CES PACK More demos
426 CRIONICS NEVERWHERE Just Superb !
257 CRIONICS DEMO with Madonna !
423 COOL FRIDGE Plasma demos FX
258 CANDYLAND 11 Lots of GREAT demos
254 TRIP TO MARS Fab vector gfx demo
252/253 BUDBRAIN DEMO 1 Hilarious !!!
142/143 DEMO PACK 3 Cebit90,Coma
109/110 DEMO PACK 2
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101/102 DEMO PACK 1 Brill Old demos !

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520 TOTAL RECALL Slides from the film
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491 SPACEPICS Nice Dpaint pictures
488 TRAVELLER SLIDESHOW Very good
484 COLOR CYCLES Great Dpaint stuff
463 COUNTACH II Fantasy Art show
462 COUNTACH I Fantasy Art show
461 FLINTSTONES ! Wilma and Fred !
454 NIGHTBREED Spooky slides from film
205 AGATRON 8 SLIDES Brill spacee slides
200 ROGER DEAN SLIDES Digitised HAM
191 FORGOTTON REALMS Nice Fantasy
183 NAGEL PICTURE SHOW Hi-Res Arty
158 AGATRON 6 SLIDES Totally Brilliant !
139 REAL 3D SLIDES This is Superb !
137/138 SILENTS SLIDESHOW Brilliant !
134/135 DIVINE VISIONS More Fantasy

AMIGA ANIMATIONS

578/579/580 STATION AT KHERNE (2 MEG)
575/576/577 LOST IN SPACE (2 MEG)
557 TIMEWARP Demo from Dragons Lair *
508 BUSY BEE Fab ray-trace anim *
474 SPACECHASE Great looped anim *
458 STAR TREK FLEET MAN. The BEST ! *
457 TRON/SPACESHIP More by T.Richter *
456 STEALTHY 2 Cutsey Jet Fighter Anim *
455 LOTUS/JET/POOL T.Richter 512K Anims
452 ENT.LEAVING DOCK Another Classic *
212 STAR TREK Great 512K anims by TR.
198 THE RUN The lotus car chase *
192 WALKER II Helicoopter Attacks Walker*
398 FRACTAL FLIGHT Flight thru a Valley *
207 LUXO TNGR Funny lamp anim *
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APPLICATION

• • *AMP1 - Home Business Pack : UEdit the easy to use wordprocessor, Visicalc and VC 2 spreadsheets, RIM and Jbase databases and Amiga Spell the spell checker etc. 3 disks only £750!*
• FFISH 195 - Micro Emacs V3.10 the text editor which is very comprehensive.
• FFISH 254 - UEdit v2.5a the wordprocessor
• FFISH 143 - RIM V5.0 is a fully relational database.
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• FFISH 93 - Dme V1.27 and MicroEmacs V3.8i the text editors.
• SOFT 43 - Amiga Spell checker.

TELECOMMUNICATIONS

• AMICUS 17 - COMM v1.33, Aterm V7.2, VT-100 V2.6 VTek V2.3.1, Amiga Host V0.9 for CompuServe.
• AMUSE 39 - AHost, ATerm V6.1, Star Term and Wombat.
• APDC 21 - Comm V1.34, Wombat V3.01, Handshake V1.20a C-Kermit.
• SD 7 - Star Term, Wombat, Chat!, Aterm and Argo Term.
• SD 29 - BBS-Amiga V1.1
• SD 31 - StarTerm V3.0 full features terminal prog, VT100 V2.0, Comm V1.3, AHost V0.9.
• FAUG 62 - Access V2.6 comms package.
• FAUG 99 - TAG the BBS.
• FFISH 356 - NComm V1.9 communications program.

NEW AMIGA USERS

• • *AMP4 - Starter Utility Pack: This pack was compiled with the new Amiga user in mind, to enable them to get just about all the utilities that you may ever need, plus a wordprocessor and a database! Each disk in the pack automatically takes you into the friendly Work Bench enviroment, all the programs are icon driven and have any necessary documentation. The pack includes: The four main file compressors used on the Amiga - ARC, LHARC, Zoo and Power Packer. Dir Work the friendly enviroment that allows many of the CLI commands to be executed at the click of your mouse. Text Reader allows you to execute text on screen as a CLI command using your mouse. DFC2 the multi tasking disk copier. All the AmigaDOS Replacement Project commands. Virus X the virus detector and destroyer. Icon Meister the excellent icon editor. Comm the communications package. MachII the mouse accelerator. Disk Storage Deluxe displays information about disk drives. Disk Salv attempts to salvage data from damaged disks. New Zap the sector editor. Safe Boot the boot sector database and others. Also UEdit the wordprocessor. Amiga Spell the spell checker and JBase the excellent database. All this is available on 3 disks only from Public Dominator for the mega price of £750!*

UTILITY

NOTE: We have chosen the best disks with the latest versions of utilities to feature in this advert, however many more files and utilities are featured in these and other disks but are not detailed here; FULL details are to be found on our DiskCat for £1.00. Our DiskCat has a fast search option for ease of use.
• FFISH 366 - PrintStudio V1.2 print any text file in many styles, print part of or a whole picture, screen or window, also control printer and much more.
• FFISH 362 - ArchEdge V1.5 a shell setup for ARC, ZOO, LHARC.
• TBAG 3 - Disk Cat the disk cataloguer.
• TBAG 4 - DirUtil 5 the disk manager.
• TBAG 6 - Biorhythms the life cycles program, Blitz Fonts speeds up fonts.
• TBAG 9 - FastMem toggles on/off Expansion, FuncKey assign text to F1-F10. Word Count the number of words in a file.
• TBAG 10 - AutoPic2 shows all (.PIC .HAM) in directory.
• TBAG 13 - StepRate change step rate of disk drive.
• TBAG 16 - CLI Wizard V1.2 mouse operated CLI. Introducer DIY demo with your own picture, text and sound! Planet will wrap a flat IFF picture into a sphere.
• TBAG 17 - Database Wizard V1.1 name & address database for 400 records.
• TBAG 18 - BIG is a screen magnifier. DoTil V3.4 the directory utility.
• TBAG 19 - Pyro a screen blanker shows a fireworks display.
• TBAG 20 - Brush2Icon turns a brush or picture into an icon.
• TBAG 21 - VScreeen allow screens to be larger than the physical one, also lots of window utils: WSize, WMove, WMax.
• TBAG 23 - Crunch2 archive a program but still executable. Hermit saves screen at keystroke. using hot keys. Pointer Animator 15 colours animated pointers. ScreenX V2.2.
• TBAG 24 - ClickDOS V2.04 directory lister. QView V1.0 text file viewer.
• TBAG 26 - Daisy Wheel IFF picture file printer.
• TBAG 29 - ShowFont V3.3 shows all 256 characters in a given font. Read V2.0 Text Browser. DFC2 Disk Format and Copy. DosKwik V2.0 will save large file say a 2MB onto several disks.
• TBAG 30 - MyMenu create your own menu on WB to run any commands. Icon Meister V1.4 THE icon editor. Disk Storage Deluxe V1.10 shows details of ALL mounted devices.
• TBAG 33 - Background Music Player V2.0. Menu Runner V2.0 is a replacement WB menu bar. Subliminal Message Inducer V1.0 speaks a script in the background. FlamKey will cut all keyboad and mouse input until further notice. Disk View graphically shows a disk.
• TBAG 35 - Ruler a borderless window with a ruler init. LeftyMouse make the mouse ambidextrous.
• TBAG 37 - MegaWB makes your Work Bench screen as large as you like! Pop Up Menu V1.38 pops up a menu. MuchMore V2.5 the powerful text file viewer.
• TBAG 38 - MadSizer allows you to size a window from any corner. Display V3.29 an anim displayer for ANIM 3,4 and 5, Hash and IFF all in any resolution.
• FFISH 342 - IE V1.0 is an icon editor which can create and modify icons upto 640x200 pixels.
• PDOM 278 - LHARCa V0.99a data compression program that is 100% compatible with MSDOS LHARCV1.13c.
• PDOM 279 - European Software Agency Utility 1: Amiga ToolV1.5, Boot DIntro V1.0, BootGenerator V1.5, BootLeg V2.1, Character Editor V1.0,Coder Board V4.0, Cosaque V1.1, DCopyII, Deluxe Presed V2.0, BlockV1.3, Font Ripper, Guru Maker V1.0, ISCAmiga v1.5, Memory Searcher V1.0, Menu Maker v1.0, No1Setracker V1.0, Power Utility V2.0, PowerPacker V2.3a, PPMoreV1.2, Pseudo Ops. Save IFF Scanner V2.0,Scroll Maker 2, Seek Destroy V1.0, Seka Source Rescuer, StartupCoder V1.0, Structure HunterV1.0, Time Cruncher V1.1, TVField Writer V1.1, Vector Check V1.0, View Boot V1.01, Virus Expert V1.4, Virus Slayer V1.0, VirusKiller V3.10.
• PDOM 280 - The Champions Total Utiles Vol 1: Boot Generator, Boot Girl, Bootmaker, BootWriter, Character Editor, Demo Maker, DiskX v2.2, Flash Ripper, Font Ripper, Guru Maker, Guru Master, Icon Master, Make A Menu, NoiseTracker, Power Packer V2.3b, PPMore, PPShow,Sceneray, Graphics Searcher, SetKey, Slide Show Maker, Time Set, Tristar Virus Killer and TxED.
• FFISH 163 - MachII V2.4c features: configurable, your help screen, mouse accelerator, PopCLI, Screen Blanker, Mouse OFF, SunMouse (activates a window by placing mouse it), Click To Front (bring window to front by clicking on it), Cycle (move a window or screen to back with left then right mouse button click), Window and Screen Shuffler, CLock, Alarm, Beeper etc.
• FFISH 186 - SimCPM V2.3 a CPM emulator.
• FFISH 217 - Install Beep V1.1 will play a sampled sound instead of the usual screen flash. Snip It! V1.2 will allow you to clip text from any window.
• PAN 28A - DCat disk cataloguer compatible with Superbase.
• FAUG 47 - FunKey assign any text string to a function key.
• FAUG 50 - Short Cut allows you to allocate text to a single key stroke thus CLI commands are easier to type.
• PDOM 141 - ICONS!: Draw Icons, Tool Icons and Disk icons. Includes software to edit.
• PDOM 276 - Amivision Utility Disk 4: Virus X4, Zero Virus, Kill Da Virus3, PCopy, VCheck, Sectorama, FFormat v1.1, Pseudo Virus Killer 2, Boot Intro.
• PDOM 300 - The Master Virus Killer V1.9. Recognises 105 viruses, a full list is on our DiskCat.
• PDOM 277 - Dark Star Virus and Crunchers 2: BS9 KillerX, Kill'Em, Lamer Destroyer, Pseudo Ops, Killer and Seek & Destroy virus killers. Byte Killer, Crunch Master, Data Cruncher, DefJam Cruncher, Crunch IFF Pics with shower, DPaint Unpack, DragPack, Flash Packer, HQC, ISC, Master Crunch, Mega Crunch, Power Pack, RSI Cruncher and Super Cruncher.
• FFISH 67 - AmCat a disk cataloguer. Amiga Spell V2.0 spelling checker. RSLClock V1.3 a menubar clock.
• TBAG 31 - ShoWiz V2.0 show ANY picture with or without a script. 1 picture or several disks full, also play a music file in the background! Also show text files in any colour!
• PDOM 59 - Ameteur Radio Disk: StarTerm V3.0, P81 and P10272 packet terminal programs, TA Term V5.0, a HAM Database for the Amiga Amateur Radio Group, Morse Code, Satellite Tracking and loads of HAM utilities. A must for serious HAM user.
• FFISH 105 - Record-Replay V2.0 allows you to record and play back mouse and keyboard sequences.
• PDOM 62 - The Public Dominator Anti Virus Disk: Virus X V4.1, VCheck V1.2 (for memory), VCheck V1.9 (for disk drives), ZeroVirus V1.3 the fully integrated virus detector and killer. Also BootBlock Champion the utility and information on boot blocks.
• PDOM 93 - ARP v1.3. The AmigaDOS Replacement Project includes text manual files.
• FFISH 228 - Jazz Bench V0.8 is a multitasking WB replacement.
• FFISH 229 - Alarming Clock.
• FFISH 246 - NoClick V3.6 stops drives clicking when no disk entered. LabelPrint v2.5b disk label printer.
• FFISH 251 - DiskSalv v1.42. DiskSpeed v1.0 test disk speed.
• FFISH 286 - FastDisk a disk Optimiser.
• FFISH 290 - XIcon execute CLI commands from a script by clicking an icon.
• FFISH 338 - SID V1.06 is a very comprehensive directory utility.
• PDOM 53 - Fonts! 12 fonts: Black Shadow, White Shadow, Avant Garde, Palo Alco, Basel, Monaco, Piegnot, Aldous, Celtic, Geneva and Rangers. All ready to use DPaint compatible fonts.
• PDOM 54 - Fonts! 14 fonts: Lineal, Bubbles, Ham, Courier, Vancouver, SanFran, Future, Premiere, Hollywood, Broadway, Camelot, Stencil, Park Avenue and Los Angeles. DPaint compatible.
• PDOM 55 - Fonts! 14 fonts: Santiago, Microsoft, Silicon, Swansong, Helvetica, Mahattan, Bookman,Akashi, Times, Tiny, Boxie, Longl, Andover and Pica. DPaint compatible.
• PDOM 304 - MessyDOS handles MSDOS formatted disks exactly the same way as you use files on native AmigaDOS disks. Fully functional, read/write version.
• FFISH 325 - Batchman V1.1 is a program that allows the user to execute CLI programs and batch files simply by clicking on a gadget.
• FFISH 304 - Verify V1.2 Walks a directory hierarchy reading all files, reporting any files that can't be entirely read.
• FFISH 243 - ImageLab V2.2 is an IFF pictures manipulator. NoClick V3.5 stops the disk drive clicking if there is no diskin thedrive. PassWord V1.21p you specify the password for your systemsecurity. Pcopy V2.0 the excellent disk copier. SimGen adds a 2 or 4 colour picture to your WB screen.
• FFISH 360 - UUCP V1.06D. An implementation of uucp for the Amiga, including mail and news.
• FFISH 244 - BBChampion V3.1 load, save and analyze bootblocks. BootIntro V1.2 you specify The headline text of upto 44 characters and the scrolling text of upto 300.
• FFISH 279 - MRBackup v3.3d the hard disk backup utility.
• FFISH 300 - TitleGen v1.6 excellent script language that creates scrolling text on screen in any font and upto 500 lines long!
• FFISH 213 - 300 8 colour program icons!
• FFISH 168 & • FFISH 169 - Matt Dillion disk special includes loads of utilities and source: Config V1.0, Clock V1.0, DME V1.31,DMouse V1.1, Backup V2.01, SUPLIB, LIBREF, DRES V1.0, DASMV2.11,FILES V1.2, SHELL V2.1, FINDIT V1.0, LIBS V1.0, SCATV1.0, ADDCR V1.0, REMCR V1.0 & CMP V1.0You need both disks.
• FAUG 41 - ARC V0.2 compatible with MSDOS ARC V5.0.
• AMICUS 22 - Printer Driver Generator V2.3.
• FFISH 258 - DMouse v1.2 is a versatile program that includesscreen/mouse blanker, auto window activator, mouse accelerator,popcli, pop window to front, push to back etc.
• FFISH 131 - DFC is a disk copier that multi-tasks.
• APDC 15 - Icon utilities: full of icon files and creators. Some animated!
• APDC 18 - Floppy Disk Utils: Quick Copy V1.0, Disk Mapper, DiskSalvage, Virus check, System Utils: Blitz V1.0 text editor, TimeSet,ACalc calculator Amiga Monitor V1.1, MeM Grab fast memorygrabber. Directory Master V1.1.
• FFISH 164 - DiskSalv V1.3 excellent file recoverer and undelete utility. New Zap V3.18 the great file sector editor. Zoo V2.0 the great file archiver.
• FFISH 106 - Funckey a function key editor.

EDUCATION

• • AMP5 - Suitable for 8's and over features: 2 excellent map drawing programs choose the Earth coordinates & it will draw the map allowing you to enter text and print or save. Evo follows the Evolution of life with skulls and maps etc. Chemistry element periodic table simply click on the chemical and a window appears showing every detail on that chemical including a picture of the crystal structure. Unit conversion is a program that allows you to choose all types of unit i.e. length, time, weight, speed etc. and then do conversions and comparisons within them e.g. Feet to millimetres a very comprehensive program. German Language will teach the basics of the German langauge. Tutor is a speak and spell tutor. Also includes Study Aid Card, Hermes Formula, Cloud, The Weather, GEO TIme, Gravity Simulator, Func2D, Gravity Well, Air Foil, Wave Maker and others. A 5 disk pack for £12.50!

MUSIC

• • *AMP11 - 5 disk pack of Sonix files & player for £12.50!*
• • *AMP23 - 5 disk pack of SoundTracker V3 & files £12.50!*
• PDOM 281 - Oktalyzer V1.1 the music composer.
• PDOM 285 - GAME MUSIC CREATOR Supports MIDI.
• PDOM 299 - MED V2.01 the music editor with MIDI.

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- • *AMP22 - Game Pack 2: Amoeba space invaders, CosmoRoids, Stone Age a Boulder Dash type, Back Gammon, Chain Reaction, Master Mind, Reversi, Black Jack, CrazyEights, Klondike, Jig Saw, Keno, Daleks and Ratmaze,Monopoly and Escape From Jovi V3.0. 3 disks for £7.50!*
- PDOM 283 - Callisto 1.01 Very tough space strategy game, Daleks 0.30, Pontoon, Puzz1.0 and World and Zerg 2 adventures.
- PSL1 - Space Blob a brilliant platform cavern game.
- PSL2 - Mr Dig, help Mr Dig collect the apples and kill the monsters. Requires 1MB.
- PSL3 - Q-Boid shoot blocks at the various random shapes decending on you, a Tetris variant.
- PSL4 - Computer Conflict excellent speech and graphics in this all action arcade game!
- AMUSE 13 - Bull Run an American civil war strategy game and Gravity Attack a very good arcade game.
- AMUSE 14 - Battle Mech a strategy war game between robots.
- AMUSE 15 - Rocker a Lunar Lander type game, Shiva the game of Life, Cycles is a Tron light cycles type game.
- AMUSE 16 - Gravity Wars a space battle game with brilliant graphics, and Larn the adventure.
- AMUSE 17 - Cosmoroids an asteroids game, Tunnel Vision a graphical maze game seen from within the maze. Triclop invasion and 3D breakout that requires 3D glasses.
- AMUSE 19 - Conquest the interstellar exploration game. The game of LIFE, Mile Stone the board game, Monopoly, and Trek 3 a Star Trek battle simulator.
- APDC 3 - Monopoly, BackGammon, Brickout, Klondike.
- APDC 4 - Tunnel Vision, Othello, Canfield, Dogstar.
- APDC 8 - Shanghai, Light cycles, Othello, Life3, Conquest.
- FAUG 18 - Tunnel Vision the great maze game.
- FAUG 27 - Klondike the card game and Triclops the 3D planet defend game.
- FAUG 30 - Hack the adventure V1.0.1E.
- FAUG 52 - PACMAN 87.
- FFISH 194 - Moria V3.0 the single player dungeon simulationadventure game. 1MB.
- FFISH 273 - BattleForce v3.61 game.
- FFISH 336 - Car V2.0 is a racing game.
- FFISH 357 - Empire V2.1w is a multiplayer game of exploration, economics and war.
- FFISH 62 - HACK the adventure.
- FFISH 63 - LARN the adventure.
- PDOM 77 - Paranoid the breakout type game.
- PDOM 90 - Tennis! 1MB.
- PDOM 79 & • PDOM 80 & • PDOM 81 - Star Trek 3 disk game by Twisted Images. 1MB. External Drive Required.
- PDOM 215 & • PDOM 216 - The Star Trek 2 disk game by AGATRON. Excellent animated graphic game.
- PDOM 233 - The Holy Grail Adventure. 1MB.
- PDOM 234 - The Golden Fleece Adventure.

GRAPHICS

Both our graphic packs are auto booting, Work Bench driven, very easy to use disk packs.

- • *AMP3 Graphics Pack 1: Rot 3D a 3D drawing package, VDraw a good painting program, RayTracer, MCAD the Computer Aided Design package that works in high resolution, plus utilities: convert PrintShop to IFFClipIt clip any part of the screen and save as an IFF picture, HAMEdit a HAM picture editor, Window Print II will print any selected window, Show Print II will Show and/or print any IFF picture, Ushow and Autopic are 2 picture slide showers, Icon utilities: Iconize (a window), IFF2Icon and Brush2Icon converters. IFF2PCS will take an IFF picture and make it a puzzle, Filter Pix the image processing program for use with Digi View lo-res B+W pictures. A 3 disk pack for £7.50.*
- • *AMP21 Graphics Pack 2: MSE the Mandel Brot Explorer, DBW render the ray tracing utility, FBM the image manipulation library (see disk FFISH 334 below for details), ST2IFF converts Atari ST pictures to IFFNGI allows you to read, view and reformat ILBM pictures. Pop Colours change to colour pallette on the go, DPslide, SeelLBM, Show, ShowHAM the picture showers, MACView display and convert MAC pictures to IFF,HAMEditor, IFF2Exec makes an IFF picture showable by a double click of the mouse. Some picture printers and icon utilities: Bruch2C and Brush2Icon convertors. Also some light synthesizers: Viz, Polygon and Kal. A 3 disk pack for £7.50.*
- FFISH 359 - ABridge An interim solution to Anim-5 incompatability problems. Identifies the origin of an Anim-5 file and modifies it to facilitate easy exchange between AniMagic, Videoscape, Animation Station, DPaint III, Editor(v1.11), The Director, SA4D, Movie2.0, Photon Paint 2.0 and Cel Animator.
- AMUSE 5 - ACO Face Maker create faces in IFF format using Deluxe Paint and the supplied Face Ed V2.0.
- AMUSE 34 - 39 different pointers.All absolutely excellent!
- FFISH 334 - FBM V0.9 image Manipulation library. Compatible with Sun, GIF, IFF, PCX, PBM bitmaps. Can input raw images and output Postscript and Diablo. Also does rectangular extraction, density and contrast changes, rotation, quantization, halftone, grey scaling etc.
- PDOM 112 - Graphic utilities: Clip It!, ShowPrint II, Snatch,HamEdit, Dissolve, AutoPics, ZapIcon, ImageTools, FilterPix,IconMaker, Startle, IFF to Icon.
- FFISH 295 - Mandel Mountains V1.1 a Mandel Brot generator.

PROGRAMMING LANGUAGES

- PDOM 211 - NORTHC v1.2 Steve Hawtins C compiler. Featurescompiler, linker, disassembler, examples and tools. An excellentCcompiler for the knowledgeable and beginner alike.
- FAUG 102 - Ghost Script Interepreter V1.2 similar to Postscript and Forth programming languages. 1MB
- FFISH 171 - Sobozon C compiler.
- FFISH 193 - ZC V1.01 C compiler.
- FFISH 341 - P2C V1.13 is a tool for translating Pascal programs into C.
- FFISH 351 - PD C V3.33.
- APDC 25 - Logo, XLisp, Modular 2, MVP Forth.
- FFISH 140 - Stoney Brook PROLOG v2.3.2.
- FFISH 141 - Contains the source code for PROLOG FFISH 140.
- FFISH 181 - AM XLISP V2.0 of the XLisp interpretor.
- FFISH 201 -Draco V1.2 the excellent programming language by Chris Gray. Documentation on FFISH 77.
- FFISH 37 - Little Smalltalk.
- FFISH 91 - The Adventure Definition Language (ADL).
- FFISH 337 - CManual V1.0 is a COMPLETE C manual for theAmiga. Includes 70 fully executable examples.
- FFISH 339 - PCQ V1.1c Pascal compiler.
- FFISH 347 - Cursor V1.0 Amiga BASIC Compiler.
- PDOM 60 - Modula II compiler.
- FFISH 314 - A68k v2.61 of the 68000 macro Assembler.

DEMOS

NOTE: We have chosen the best demo disks to feature in this advert, however many many more demos, which are not featured here, are featured in our Disk based Catalogue. Our DiskCat has FULL details of all the demos featured within these named disks. Our DiskCat has a fast search option for the best demo and music disks.

- PDOM 1 - The Walker I animation of the Star Wars Walker. 1MB.
- PDOM 2 - The Walker II animation of the Star Wars Walker. 1MB.
- PDOM 65 & • PDOM 66 - Red Sector Mega Demo.
- PDOM 73 - Star Trek the Enterprise leaves dock.
- PDOM 74 - Star Trek craft featured in 4 animations.
- PDOM 76 - Star Trek Shuttle landing on Star Trek craft.
- PDOM 301 & • PDOM 302 - Laurel and Hardy demo very good animatioin demo of the comedy duo. External Disk Drive Required. 1MB.
- PDOM 305 - Outsiders Aciiid demo.
- PDOM 306 - Cool Cougar. 1MB.
- PDOM 308 - COLT Mega Demo.
- PDOM 309 - Dungeon Master III product demo of the game.
- PDOM 310 - ASG merger with Soldiers of Light.
- PDOM 311 - AMOS the Creator Demo II a product demo from Madarinn Software of the powerful programming package.
- PDOM 312 - DiskNet Music Disk Vol1.
- PDOM 317 - Share and Enjoy disk 58.
- PDOM 319 - Rebels Megademo 2.
- PDOM 320 - Upfront Cool Fridge Demo.
- PDOM 316 - Flash Danish Know-how demo.

Clip Art

The following 4 packs of clip art are disks that are filled with black and white images that would be suitable with all graphic and desktop publishing packages.
The images are complete and copyright free.

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Hundreds of clip art images on 5 disks all in IFF format suitable for DPaint and Pagesetter etc.
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work) although you can customise it with a special printer driver: you could use the *InstallPrinter* utility on Coverdisk 20 if you want to use a particular model.

Although it's a much improved program, it's probably worth getting the full version from the author (this costs £15). The full version has the capacity for 2000 people and 600 marriages. It's a good example of shareware in that although this PD program can be used for the purpose, ambitious serious geneologists will want the full blown product.

DEMO CREATOR V1.2

AMIGANUTS 920

"Hack Magic Digital Concert Demo Creator V1.2", to give this its full title. Written in AMOS by M Bush, it allows the totally untalented to put together their own demos with a background picture, ongoing music and scrolled greetings messages. In other words, the sort of thing that Maff puts straight in the 'rejected' pile.

MASTER VIRUS KILLER V2.0

AMIGANUTS 971

Xavier LeClerq keeps on updating his virus killer. This new offering recognises 105 different viruses, as well as 47 non-standard bootblocks (harmless little loaders that are often mistaken for viruses).

What can I say about it that hasn't been said before? How about getting a copy before a virus that's more up to date than your present killer manages to trash some disks.

Seriously, this is the most up-to-date killer yet. It runs from a user-friendly front end where all you do is point and click with the mouse. The only thing that I don't like about it is that you can't iconify it on your Workbench, to keep track of all disks inserted. It's very good for checking your disk collection but is a bind to use to check new disks, because you have to load it manually first.

Perhaps M LeClerq will put this in a future version, but for the minute this is the best killer you can get. Excellent documentation, too, and the author is always on the lookout for new viruses for the program to look for.

PROTRACKER V1.1B

AMIGANUTS 928

The long, long saga of the *SoundTracker* music writer continues with this updated release of a rewrite from the Amiga Freelances of Norway. There's not much difference, except for a lot of bug fixes and slightly faster operation.

The only major changes are that the MIDI screen has been taken out. It didn't work before, so rather than attempt a rewrite to get it right (and no doubt make yet more updates necessary) the programmers just hacked it out. This version will still – apparently – accept MIDI in, so that you can use the Amiga as an instrument.

The other new bit is a sampler sub-menu, for playing about with samples and cutting them to the exact size and format required. It's a very useful function indeed, although precisionists will probably want to use the sampler software supplied with their sound sampler.

There's also a sample editor built into the program now, enabling you to cut and paste sections of samples and add echoes. Not quite as good as dedicated sampler software but as it's built into the program I don't think it matters that much.

Finally, *MED V3.0* is now totally compatible with machines upgraded to Kickstart 2, so in theory it should work on all Amigas including the A3000. Thumbs up on this one – blows *SoundTracker* onto the scrap-heap.

FRED FISH 441

SOFTVILLE

One problem that many PD programs have is that they often need a copy of ARP libraries on the Workbench disk to work. Two out of the three programs on this disk have this problem, but Fred has thoughtfully put an icon on each one to copy these needed files to the Workbench disk.

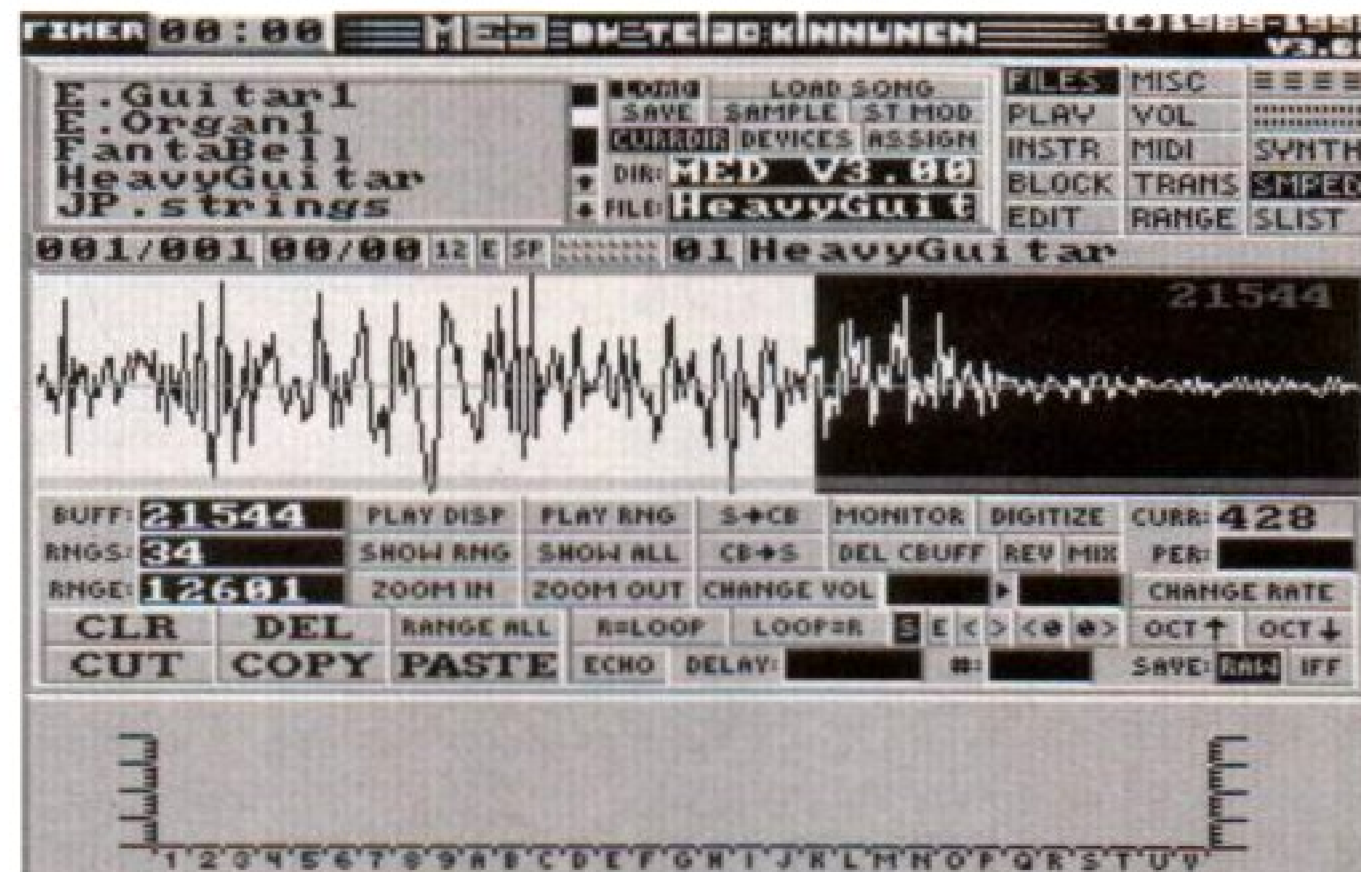
In alphabetical order, we have *Deksid*, a hexadecimal disk and file editor from Christian Warren and Marc Dione. It's quite interesting and useful to see what data actually looks like on a disk.

Then there's an updated DiskPrint program, *V2.3.5e* – it's for printing labels out to stick on 3.5 inch disks. Jan Geisser has done a thorough job in laying out the screen so that most disks can be labelled without touching the keyboard at all. Very easy to use.

The last is another update, this time to DME, yet another text editor by Matt Dillon. It's now up to *V1.42*. If you've never come across it before, DME is a WYSIWYG text editor. It lacks the layout and printing capabilities of a full word processor but is nevertheless very handy for editing text files (startup-sequences being the number one contender).



Master Virus Killer is updated very quickly – in three months or so about 40 viruses have been added to its destruct list.



If you want a very cheap MIDI music sequencer then MED is your best bet. Here is the new sampling sub-menu – lots of options but not quite as good as some dedicated software.

TOP TEN UTILITIES Public Dominator	TOP TEN DEMOS Public Dominator
1. MessyDOS	1. Flash Danish Know How
2. Clip-It 1,2,3,4 (Clip Art)	2. Rebels Megademo 2
3. Master Virus Killer V2.0	3. Dragon Megademo
4. Utility Starter Pack 1	4. Budbrain Megademo 1
5. North C V1.3	5. Budbrain Megademo 2
6. NComm V1.9	6. Fillet the Fish
7. Show Wiz (TBAG 31)	7. Stealthy Animation
8. TitleGen (FF300)	8. Razor 1911 - The best of...
9. ESA Utilities 1	9. Timecode's Total Recall
10. Amiga Mega Pack 5	10. Laurel and Hardy

MED V3.00

AMIGANUTS 973

At last, a full update on my favourite PD music program. *MED* has just one person behind it, Teijo Kinnunen – as opposed to the hordes behind the *SoundTracker*, *Noisetracker*, *StarTrakker* and *ProTracker* series.

Apart from the module-writing bits, there's several new features. MIDI routines are now fully operational, with MIDI-in working properly now. If you don't like appreciating songs as a series of numbers, there's now a toggle switch to display something resembling standard musical stave notation.

SUPPLIERS GUIDE

Amiganuts: 0703 785680, Electrix PD: 68 Donald Drive, Chadwell Heath, Romford, Essex RM6 5DU, Softville PD: 0705 266509, Ultimate PD: 44 Festiniog Rd, Gabalfa, Cardiff CF4 2QS United Forces PLK: 038 338B W-3320, Salzgitter 31, Germany,

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344 - Cartoon animals, children
345 - Christmas clip-art
346 - Office and Sports
347 - Comic, cartoon clip-art
348 - Cartoon clip-art
349 - Viz cartoon clip-art
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973:	MED V3 is here! The very latest music utility from Teijo. Its presentation is absolutely brilliant! Get this now!	£3.50

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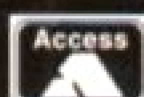
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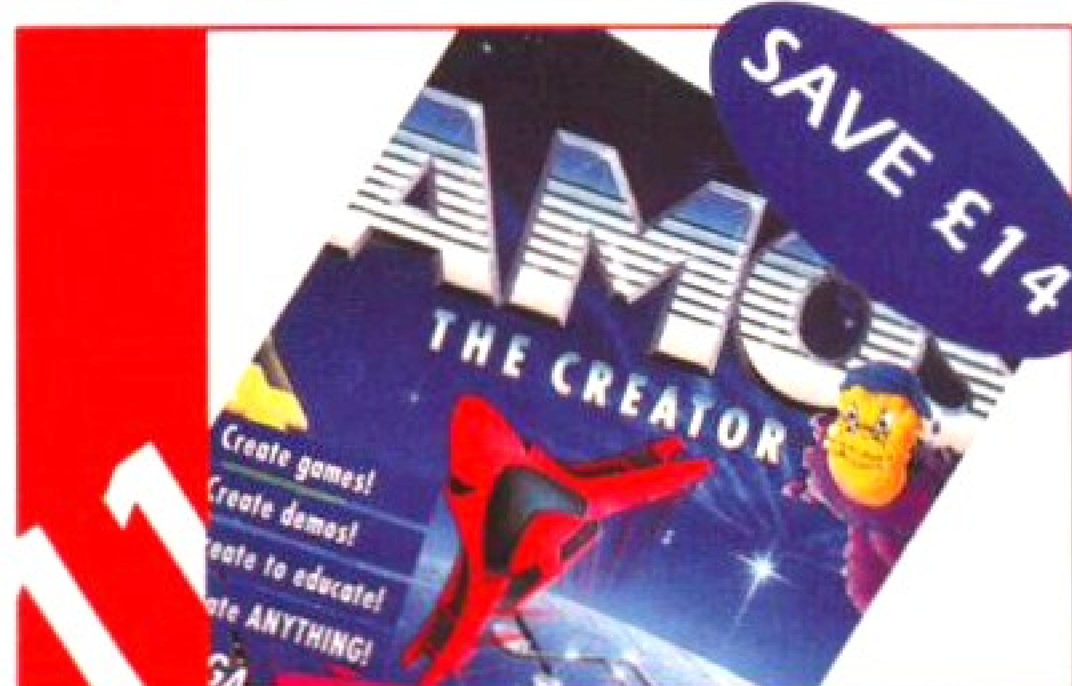
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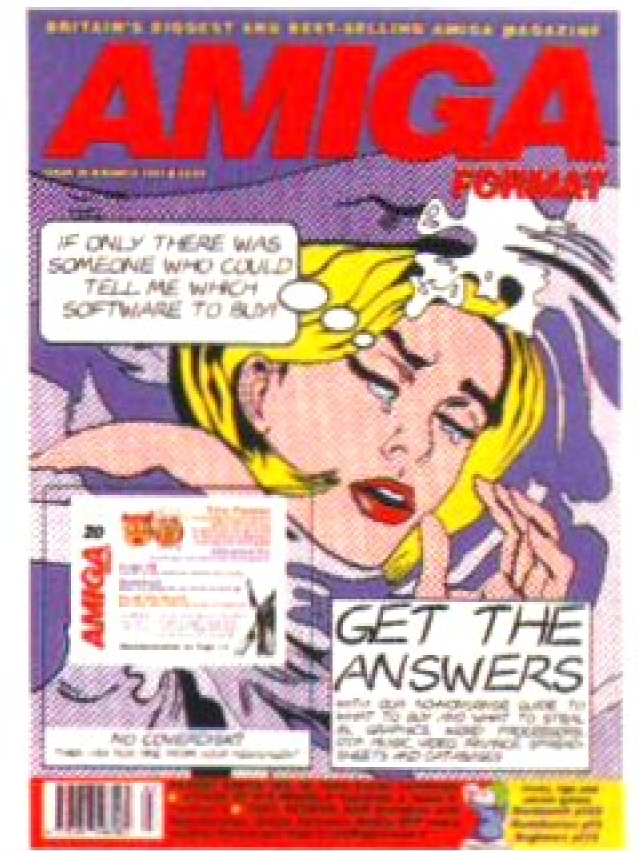
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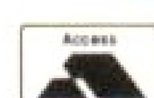
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Work bench

Helpful hints, queries answered, puzzles pondered, fears confirmed, easy fixes, hard fixes, soft fixes, opinions challenged... yes, it's another busy month at the Workbench with **PAT McDONALD.**

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Pete Winnard, Technical Thread Software

Err... thanks for the tip.

NO NIALL

I'm having a couple of problems with Niall (Coverdisk 18). When I type in:

```
CD DF0:Prefs
```

Back comes the error message: "Can't Find DF0:Prefs"

My setup consists of an A500, Kickstart 1.3, Workbench 1.2, A501 RAM expansion, Star LC-10 printer and a Cuman CAX 354 second disk drive. Please reply in plain English only.

C Millar, Dumfries

I regret to say that it's because you're Workbench isn't up-to-date enough. It works fine with 1.3, but 1.2 had a different layout. Try to beg, borrow or steal a copy of Workbench 1.3 from a fellow Amiga owner.

WOE GENLOCK

I decided to go and do a bit of window shopping at the packed 16 Bit Computer Fair and, fighting through the crowds, in a flash of flamboyance, I bought a MiniGen genlock. Eager to impress my family and friends with home movie video titling I rushed home to try it out. Ever since I've been removing large chunks of hair...

No matter how far I get using a paint or video titling program, the machine crashes. It never happens at quite the same time I might add. The programs work fine when running without the genlock but become very temperamental when it is attached. Is this due to the fact that I bought a cheap genlock or is my 1 MB A500 not powerful enough memory wise?

I've been using *DPaint* and some other video titling software. Do you plan to run a series of articles on the basics of genlocking and desktop video?

Neil Burton, Tidworth

Probably the problem is that the genlock is consuming more power than your power supply can safely provide. Some A500 power packs are very miserly when it comes to supplying expansion hardware as well as the computer – and genlocks do tend to take a fair amount of electricity. It happened to me when using a genlock and an A500, although my problems were not as severe as yours apparently are.

So if I were you, I'd get one of the many replacement power supply units which give double the amount of power available to a standard A500 power pack – more in some cases.

As for a series on DTV, we are not planning one at the moment but then again you can never tell – one problem though, is our lack of video equipment. (We are, however, planning a feature which will tell you how to make your own video, so that should help - Ed.)

ART SCRIBBLER



I recently purchased an A500 and have been experimenting with *Scribble* and *Deluxe Paint II*. I've just about mastered the basic word-processing side of Scribble!, and my son enjoys *DPaint II*.

Is it possible, thinking about preparation of school assignments for example, to move pictures prepared from *DPaint* II across to *Scribble* and then print the whole peice out?

Alan M Jewell, Guernsey

Not with* Scribble!. *Some word processors do have the feature to load IFF pictures (such as those produced with* DPaint) *and include them on a printed page.* Kindwords 2, Pen Pal *and* ProWrite *can all do this – I suggest you peruse the word processor comparison feature in* AF17 *for more detailed information.

NAME THAT CODE

I'm having a problem with error messages and their codes. If an error happens on my Workbench disk, I'm told exactly what the problem is. For example "Attempted Rename Across Devices". If I do a similar thing with my own CLI disks, I get an equivalent error code ie 215, 103.

Is there an error message database somewhere on my Workbench that I can copy onto

Continued on Page 197

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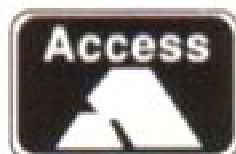
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my own disks. I've checked in the obvious places such as the Libs and System directories but have found nothing. I have a 1 MB A500 with Kickstart 1.2.

Do you know of any PD linkers that will link assembly language object files?

Sean Eaton, Surbiton

Erm, again this is a problem with the outdated Workbench 1.2. If you're in Shell or the CLI and an error happens, you can type:

```
Fault 103
```

The 103 is an example: insert the number the message gave you instead of the 103. The meaning of the error code is then printed – this happens automatically with Shell on Workbench 1.3, but not with the CLI.

VISUAL INSPECTION

I was recently using a disk which normally boots using a custom UtilBoot V6.1 boot loader on it. The normal message didn't appear, so I got a bit suspicious. *VirusX 4.1* let it through, but I decided to print the bootblock by using the #0 option. I was greeted with 'Revenge Bootloader'.

If you become suspicious, use *Zero Virus* or a similar virus killer that automatically displays the bootblock. Always check new disks and old ones regularly.

Adam Chapman, Middlesborough

Excellent advice – never take VirusX's *word for it that there's no virus on a disk.*

REDUNDANT UPGRADE

I own an A500 revision 6a and I would like to populate the four empty memory chip slots to give me a total of 1.5 MB (I already own an A501 memory expansion). There are a few things I am not quite sure of:

① What type of chips should I use? (The existing ones are labelled D424256C-10.)
② What type of IC protectors are required – should it be one per chip?
③ If I buy a fatter Agnus will I have to make any modifications to get it to work with internal memory?
④ Who do you recommend I purchase the chips from and what sort of prices are involved?

I also think it would be a good idea to print a tutorial on how to fit the extra half MB yourself.

Mark Humphrey, Basildon

I really don't recommend you to do it. If you already have an A501 or equivalent half MB expansion, putting extra chips on the motherboard is going to get you nowhere – put simply, you can upgrade that area by putting in an A501, or four extra memory chips, but not both!

However, for those interested in invalidating any existing warranty and possibly damaging their machines (it's not an easy job) here goes:

① The new chips must be the same as the existing ones, D424256C-10. They should have a maximum delay of 80 nanoseconds (the speed of a RAM chip is just as important as the specification).
② You also need four 20-pin DIL sockets – standard chip holders that are widely available from electronics suppliers.
③ If you want the new RAM to be usable by the custom chips as well as the processor then your motherboard will need some tweaking – see AF18 for the full story.
④ This is the real stinker. Buying chips in small amounts is not cheap – expect to pay between £7 and £10 per chip. Add the expense of the DIL sockets plus the four decoupling capacitors (the small 10 nano-Farad capacitors that are fitted above the RAM chips to clean up the power used by the RAM) and you could be paying between £30 and £50 – more than the cost of the cheaper half MB RAM expansion boards. As for where you get them, ACE Repairs (0503 20282) seem to stock the best range of Amiga spares.

HELP NEEDED

I am lucky enough to own an A500, A1010 second floppy drive, A501 RAM expansion and an A590 hard drive with another 1 MB of memory. I'm very happy with this lot of goodies but there's always something else. I have a chance of buying a cheap 40 MB hard drive to replace the 20 MB one in the A590.

It doesn't work. When I swap the two drives, the Hard Disk Toolbox announced that no drives were attached to the system. The hard drives are almost identical: both are made by Western Digital, the connecting blocks are the same, the only difference is the model number. The 20 MB is a WD93028-A and the 40MB is a WD93048-X-A.

On the 20 MB drive there is a little connector across two of three pins on a seperate connecting block – naturally I connected the 40 MB drive in the same way, but with no results. Could this be the problem, or is it that the disk was originally formatted with MS-DOS, which has probably killed it?

Darren F Walton, Newcastle

If the hard drive software (Hard Drive Toolbox) can't see the drive, then the problem is with the connections. It's likely that a slightly different cable is needed to mount a 40 MB drive inside the A590, rather than using the old cable.

On the other hand, the drive could be simply incompatible. This is the most likely solution, as PC drives rarely work with Amigas – it's all very well saying the connectors are the same, but that doesn't really mean much. Just because they're made by the same company and they look similar doesn't mean that they are not wired in a totally different manner.

If any readers know any different, then please write in to Workbench with the complete solution, as I must admit that I am very unfamiliar with A590s (Commodore help us as much as they help you – very little).

SETPATCH PATCH

PRIZE WINNER

If your Amiga crashes on *DPaint II* when you load a program and then try to edit the palette, there is a way of stopping this happening. The problem seems to be caused by a known bug in Kickstart versions 1.2 and 1.3. It is fixed by running a command called SetPatch. This is in the c directory on Workbench and runs automatically – but *Deluxe Paint II* does not do this.

To copy it (preferably onto a back-up of your *DPaint II* disk) load Workbench and double-click on the CLI or Shell. For a single-drive machine, use this method. Don't forget to press the Return key after every line:

```
copy c/copy to ram:
copy c/setpatch to ram:
copy c/ed to ram:
```

Then insert the *DPaint II* disk and type:

```
ram:copy ram:setpatch to df0:c
```

Now to get the startup-sequence to run the setpatch fix, you have to edit the startup-sequence. Then just type in:

```
ram:ed df0:s/startup-sequence
```

After a few moments of disk activity, the *DPaint II* startup-sequence will appear. Type:

```
SetPatch >NIL:
```

The NIL: part of it takes the message that Setpatch prints and hides it – many commands in the startup-sequence use this to prevent lots of pointless text appearing. To resave the new startup-sequence, press ESC, let it go, press X and then hit Return. The new version will be saved onto the *DPaint II* disk.

For two or more floppy users, the solution is simpler. Insert your Workbench disk in the internal drive and your *DPaint II* disk in the external drive. Boot up and double-click on the CLI or Shell. Type:

```
copy c/setpatch to df1:
ed df1:c/startup-sequence
```

Again, the startup-sequece will appear, and you should enter:

```
SetPatch >NIL:
```

Again, press ESC, let go, press X and then Return. If you prefer, after copying the SetPatch command you could alter the startup-sequence with a word processor – the file is in the s directory.

Peter Dobson, Crickhowell

Thanks for taking the time to work it out.

SIMPLE SOLUTION

I've owned an Amiga for nine months now and I feel that at last I'm starting to understand how to use the CLI (I've only got one drive). But I do have a little problem that I need help with.

When I copy a utility onto my Workbench disk and include any readme files (for documentation – I always stick more or PPmore on as well) I get error messages when I double- click on the icon for the readme files. Please help as I'm not going to let something simple like that beat me.

Would it be possible to buy old Coverdisks and maybe photostats from old issues? I do realise

Continued on Page198 ▸

the enormity of this request but I thought it was well worth a try, don't you think?

Dave J Langley, Birmingham

Easy one this (I had trouble myself when starting out). You need to select the icon by clicking on it once, and then going to the top menus on Workbench and selecting info from the leftmost menu. After a quick disk swap, an information screen will be displayed about the icon. Click on the default tool box, and put in exactly where and what you're using to display the text. For instance, if you're using ppmore which is in the c directory of the utility disk, then type:

```
:c/ppmore
```

Then click on save to save the new information back onto the disk. Sometimes a bit of trial and error is needed (files are not always where you think they are). It's a good idea to put the name of the disk in as well – for instance:

```
Coverdisk 21:c/more
```

As for the bit about old Coverdisks and photostats, all I can say is don't hold your breath. But you never know...

NOTHING HAPPENED

I would welcome your comments on a problem I have interfacing a 1 MB A500 with a MIDI keyboard (a Yamaha PSR 48). The software I am using is *Aegis Sonix*, and I recently acquired a Microdeal MIDI interface. Despite exhaustive efforts, I can neither drive the Amiga from the keyboard or vice-versa, having tried every combination of setting from both keyboard and the software manuals, and serial port parameters such as baud rate.

I have tested the interface and keyboard in both directions, using a multimeter and high impedance earphone, and signals are present. In discussion with both the keyboard and computer dealers the view is that the system should work, although neither is familiar with this particular combination.

I am coming to the conclusion that *Sonix* is not entirely compatible with all MIDI instruments, despite claims, although the PSR 48 has no unusual features. As a final test I tried the MidiAnalyser program on *AF15's* Coverdisk. This too indicated no data, but I don't know if this pre-release version was faulty.

I would welcome any guidance that you could possibly give me, or that of your readers, who may have some experience of using Sonix with MIDI instruments.

C J Knight, Billericay

Usually, no data at all means either that the computer can't talk to the MIDI device or the MIDI device is not listening. It could be a fault with the Amiga, the MIDI interface, the cable or the keyboard. One thing that I can tell you is that it proably isn't Sonix.

Admitedly anything connected to your Amiga can hang occasionally, but the fact that you're not getting a dicky bird suggests a hardware problem to me. Standard MIDI question: You are sending data out and receiving on the same MIDI channel?

WORTHWHILE?

I am thinking about buying a digitiser and would like to know which would be the best for my needs. I have heard that DigiView Gold 4.0 is a pretty good buy. I would like to know if it is best to buy a monochrome video camera with red, green and blue filters or a colour camera for input to my digitiser? What's the difference between a video camera and a camcorder?

Would it be worth going into digitising at all, or would you recommend some other topic like music or comms? I would be very grateful if you could answer these questions as I live in the depths of Norfolk where most of the people are still getting used to the idea of electricity, let alone computers!

Marcos Martin Scriven, Norwich

Hmm. DigiView produces excellent quality results, but does take its time to produce them. Vidi Amiga is a black-and-white only digitiser that is much more fun for messing about with – and with the VidiChrome software you can grab colour as well. There's not a lot of difference between them: if I wanted the best quality I'd go for DigiView Gold 4.0, but for producing quick, acceptable results I would prefer VidiAmiga.

Oh yes, if you want to use a colour camera then you will need an RGB splitter as well to seperate the red, green and blue component signals. If you have a video recorder with rock-steady freeze frame then you could grab from that with an RGB splitter plus digitiser as well.

The difference between a video camera and a camcorder is that a camcorder can always record onto a built-in tape of some kind. Strictly speaking all a video camera does is take images and

Continued on Page 200 ▸

CHOICE OF TWO

I am now considering buying a 68030 accelerator board for my B2000 (expanded to 3 MB). The choice I have is between the GVP running at 28 MHz and the CSA at 25 MHz. The GVP costs about £599 and the CSA is £699 (although an advert in an issue of *AF* says that Checkmate Digital sell the CSA for £375).

My main use of the extra processing power will be for ray-tracing. I would be grateful if you could shed some light on my following questions:

① Will any ray-tracing package (or any other graphics package for that matter) speed up due to the accelerators? I'm thinking of *Sculpt 4D, Turbo Silver* or even *DBW Render* (PD).

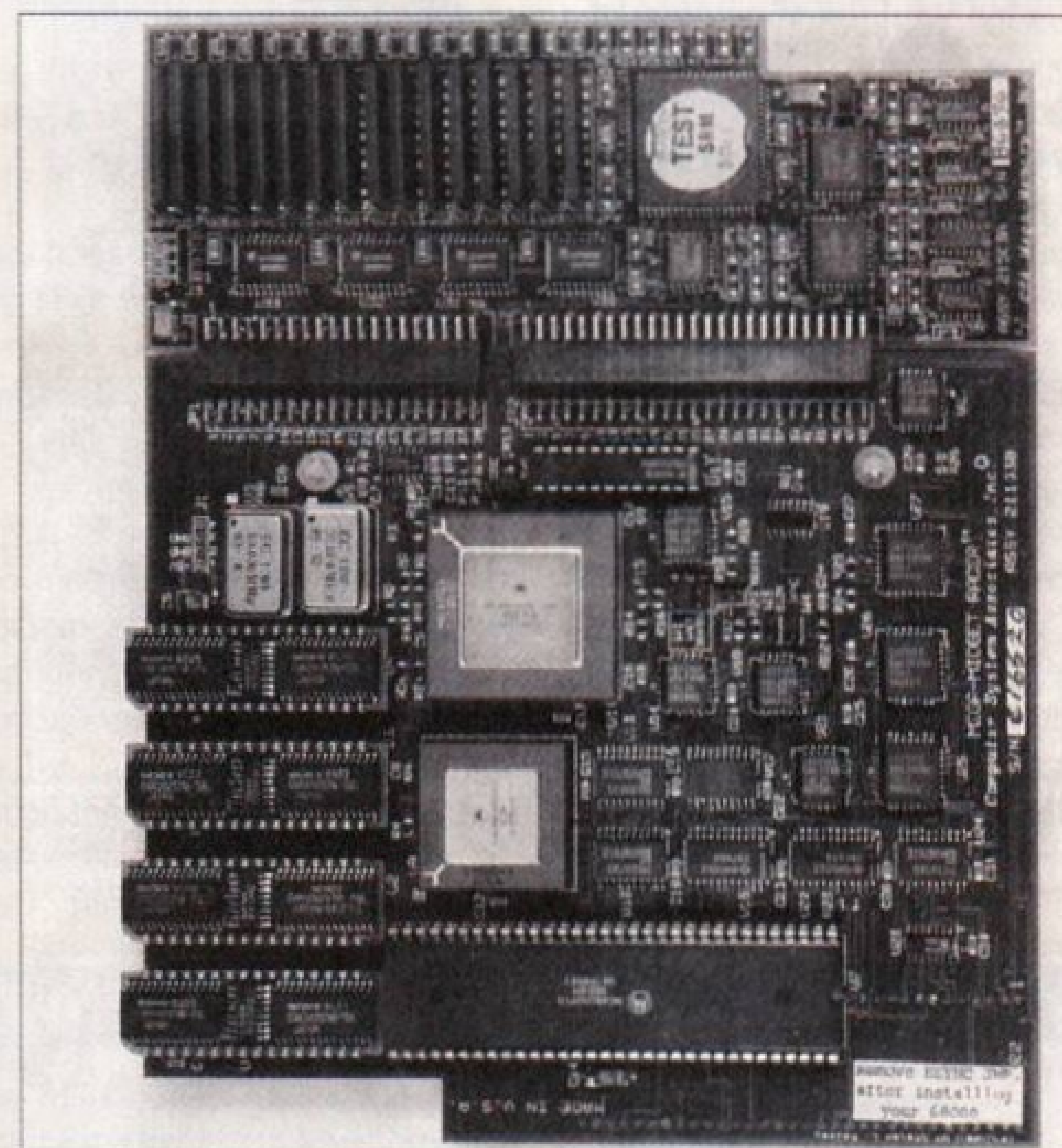
② Will I need the full 4 MB of 32-bit RAM for ROM shadowing or can I use less?

③ What relative speed difference does the 68882 maths co-processor have over the 68881?

④ Do both accelerators have a 68000 fall-back mode?

⑤ Finally, could you tell me which of the two in your opinion is better, considering price and performance? Thanks for your help.

Aman Ali, Ilford



CHOICE OF TWO: CSA's Mega Midget Racer goes straight into the processor socket, rather than being a standard plug in card.

① Unless a program has been specifically written to ignore accelerators it will run faster to some extent or other. Sculpt 4D makes full use of maths-coprocessors as well as faster processors – and I'm pretty sure that Turbo Silver does too. Ray-tracing is an ideal use for an accelerator.

② No. The 1.2 and 1.3 Kickstart ROMs are 256K in size – Kickstart 2 uses 512K. Extra memory is usually assigned to the memory pool, so although more than 512K is useful it's not necessary for ROM shadowing.

③ The 68881 is designed to work with the 68020 processor, whereas the 68882 works best with the 68030. Having said that, it is possible to reverse the usage, although not tremendously practical. A 68882 can also run at higher clock speeds than a 68881, just as a 68030 can run faster than a 68020.

So far as I am aware – that is, I'm guessing – the 68882 contains a few extra commands and can transfer data from and to the processor much faster. In general, a program written for a 68881 and 68020 will work with a 68882 and 68030 – but it does not always work in reverse.

④ Yes.

⑤ It depends on where you want the board to go. The GVP one occupies a slot in your machine. The CSA model sits in the processor slot, giving more expansion potential. There's not really a lot else to choose between them.

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squirt them down a video camera – it doesn't necessarily have a built-in tape unit for recording. Is it worthwhile? Depends on your idea of worth. There's no money at all in it – professional digitising services were set up years ago, and they use expensive equipment to grab pictures from the real world in the highest possible quality.

On the other hand, it's fun grabbing an image and then messing about with it using a paint package like Deluxe Paint *or* Photon Paint. *You can also produce animations with them by grabbing an image that slowly changes – VidiAmiga scores highly in this department, although the results are always monochrome. There's a lot you can do with a digitiser if you have some imagination and want to do some exploring. Or you could be boring and do what most people do with them, ie produce still slideshows.*

As for music, it really depends on whether you're musically talented or not. Personally I'm not, but there's a large range of software to create new music or simply type in existing scores and listen to it.

Comms? I love it. Looking around bulletin boards, playing online games, chatting to people, uploading and downloading software and data – it's fun for a hobby but can be more expensive than buying public domain programs on disk. On the other hand, there's a lot more PD on bulletin boards than exists in any single PD disk library. Try comms at the peril of your grip on reality and your wallet. (Pat's a bit of a weirdie Comms freak - I prefer digitising! - Ed.)

QUICKIES

I have a few questions which I am sure you could answer for me, thanks for any help given.

① Where can I get hold of the latest version of Nico Francois' Powerpacker Professional? I would prefer a dealer in this country but any information will help.

② I think I have a virus called the CCCP virus, have you heard of it? Can you suggest any virus killers which could kill it? I am not totally stupid because I could kill it by installing a new bootblock: but I don't know whether it is just a bootblock virus or a combined link and bootblock virus which goes off when the bootblock is re-installed. The disk is a PD utility disk which I received recently.

③ When PD programmers ask for $20 for their troubles and will send updates and manuals, do they only do this for their home country? For instance if I sent $20 to the author of SID would he send me any updates?

P Worral, Aston

① Softville Computer Supplies (0705 266509) are the only licensed distributors of Powerpacker Professional. *It costs £7.99.*

② Depends which CCCP it is – there are three at present. ZeroVirus III *will find one of them, but the only virus killer which will find all of them is Xavier LeClerq's* Master Virus Killer V1.9. *Thanks to Erik Lovendahl Sorenson for this info. The easiest way to say if installing a new boot block kills it is to copy the disk and then try killing the virus on the copy – if that works, then don't worry.*

③ Usually they do. Shareware contributions should be paid if you find the program especially useful. They help to recover the costs of writing the program, rather than making the author lots of money. It's a good idea to include some extra cash – say $25 rather than $20 – to cover any extra postage costs, and you should explain this in your letter.

DRIVE DISASTER

I have an IPL Microproducts 20 MB hard drive attached to my A500. It's gone drastically wrong. When I put the boot up disk in DF0: it seems to be working until a system request comes up:-

```
Error validating disk
Key 32227 already set
```

On clicking cancel the CLI opens on:

```
Can't find DH0: Fonts
Assign Failed Returncode 20
```

From here all I have is the CLI window and nothing I do to edit the startup-sequence (anyway, no matter what, nothing doing) will get my hard drive to work. I have tried to copy fonts from DF1: to DH0: and all I get back is:

```
DH0: not validated
```

When using Diskdoctor every track shows a failure. The last time I used the hard drive I discarded a couple of things from it both of which were deletable according to the info menu option. They didn't seem to delete fully – could this have contributed to the fault?

S W Sommerville, Stockport

Oh dear. Your hard drive is in a very bad state indeed. In this sort of situation, all you can do is reformat it and put all the programs back onto it afterwards. It's a horrible, tedious, finicky process, but it is the only way to start using your hard drive again.

The sad fact is that hard drives are not free from having the occasional error made when AmigaDOS is writing to them. Because hard drives have a large capacity, one small error anywhere on them often causes the whole lot to become unusable. Sorry to be the bearer of bad tidings, but after a good reformat to make the whole thing usable such faults are very rare.

RESET THE CLOCK

PRIZE WINNER

Following your advice on half MB RAM expansions I bought the Ashcom board with a battery backed-up clock. Initially everything worked fine, but a few days later the computer informed me that the battery backed-up clock was no longer present, but the extra memory was.

I phoned Ashcom who explained this can be caused by certain software crashes and told me how to put it right. If anyone else has this problem, here's what to do:

1 Remove the expansion from the trapdoor.

2 Find the clock chip, and note which way around it is. This is typically a Oki 6242, mounted at right angles to the four RAM chips (which are all alike). Use a non-magnetic screwdriver and use pressure at either end alternately to lever it up

3 Either leave the chip out of the board for half and hour or heat it gently with a hairdryer until it is warm to the touch – I used the latter method.

4 Replace the chip the correct way around and put the memory board back into the computer. Hey presto, everything's back to normal.

Mark Wightman, High Wycombe

Incidentally, this should also get rid of the problem of locked up clocks, caused by a nasty virus that resets all the digits on a clock to nine, so it stops counting!

CLEANER KEYBOARDS

As my Amiga is over a year old and I have no dust cover for it (big mistake on my part) some of the keys have fluff and dirt in them and their travel is now rough.

Is it possible to remove some of the keys with a screwdriver or must I take the computer apart in order to clean out the clag? I am pretty certain that this is a common problem with older machines.

G Lewis, Portsmouth

It is just about possible to lever out the keys without taking the computer apart, but it's very tricky and can damage them. If you take the two halves of the keyboard housing off, then the keyboard can be unplugged – take a note of which colour is on which side on the wires going from the keyboard to the machine – and the keys can easily be removed for cleaning.

Note that each key has a spring underneath, which you should be careful to avoid losing. Also, make sure that no dust or fluff gets into the holes that the keys plug into – it can take some effort to clean inside these. Finally, put the keys back on where they should go, plug it back in, screw the case back together and away you go.

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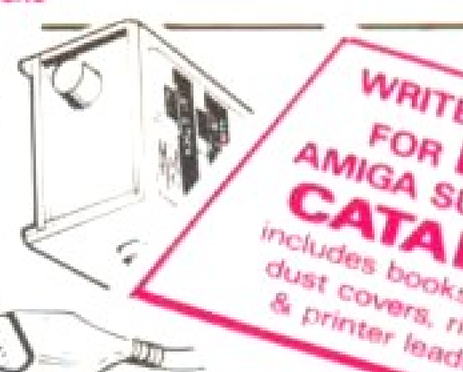
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Taking the First Steps

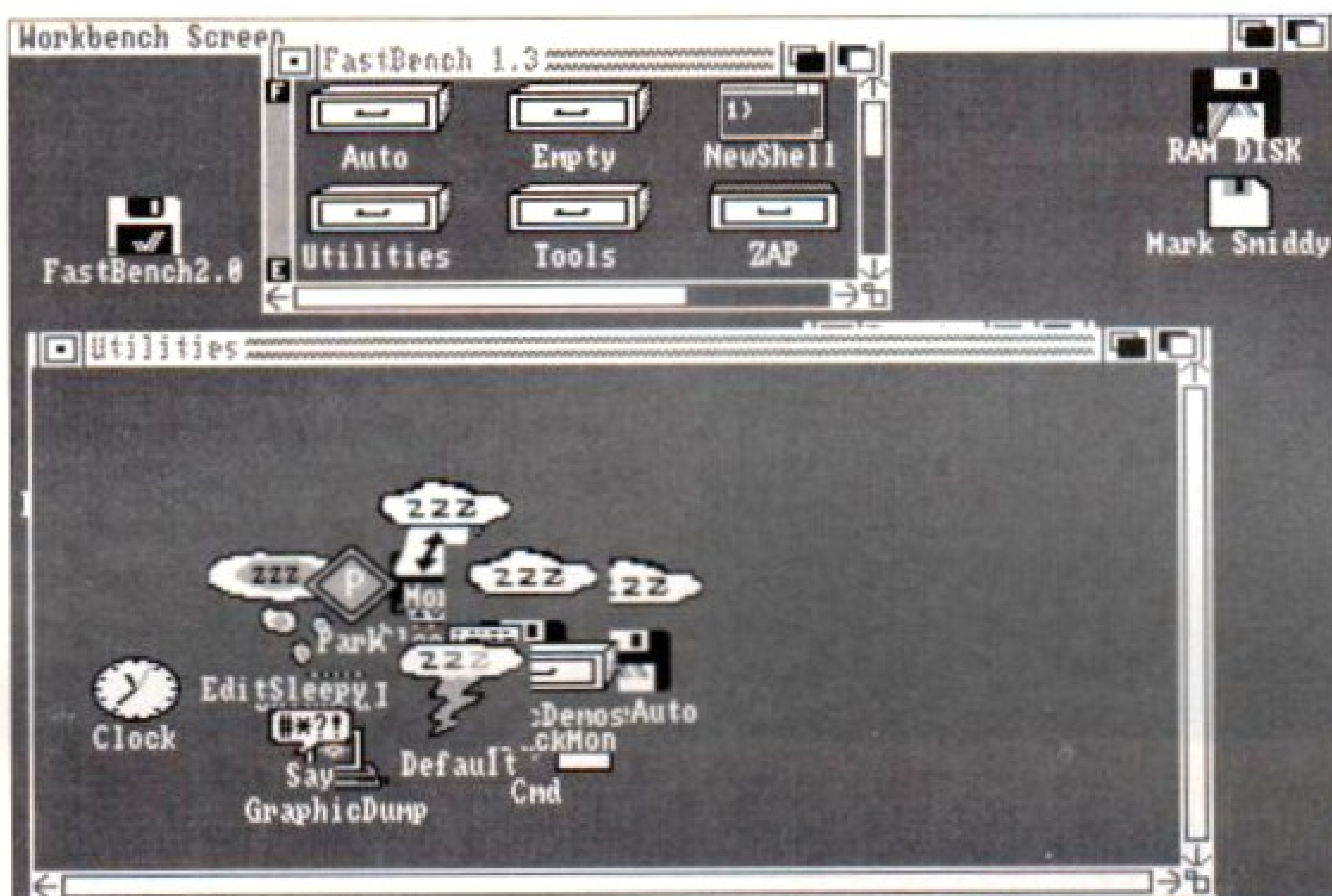
In the fourth instalment of this essential series for serious beginners, **MARK SMIDDY** teaches tidiness after toying with your Workbench.

The story so far: The Commodore Amiga is selling in such vast numbers it is possible some of you may have just purchased your Amiga so might have missed earlier instalments of *AF's* beginners pages – what do you mean, you were too busy playing *Revenge Of The Blasterons!* To recap for you here is what the first three parts have covered:

1: Backing up Workbench; renaming disks; general help.

2: Introduction to Printers; the (fated) *InstallPrinter*.

3: Snapshotting and discarding icons; the new auto drawer.



LEFT: Unclean! The Utilities drawer needs cleaning up!

BELOW: After tidying up. The Clean Up is fast and effective – but you'll have to snapshot everything now.

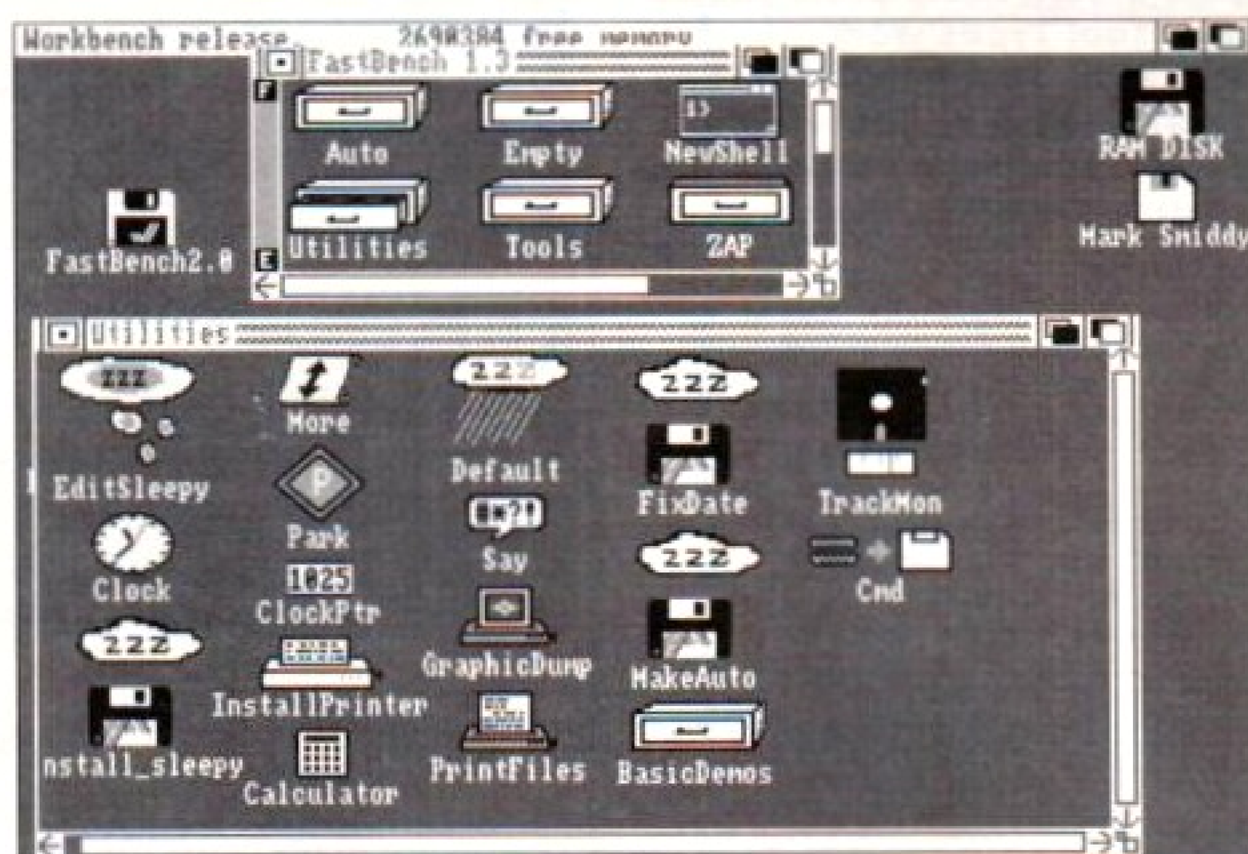
LESSON 13: CLEANING UP AFTER YOURSELF

You will need:

- Your Workbench disk

The 'Clean Up' option found under Workbench's 'Special' menu is used to automatically arrange icons into a more organised manner. The problem is, Clean Up does not work quite as you might expect – that is, you cannot just select a number of icons (as you would for a Snapshot) and perform a Clean Up on them. However, Clean Up is easier to operate than Snapshot. Try the following steps – read them before you begin.

1: Boot the Workbench disk.
2: Open the Utilities drawer.
3: Click and hold on the drawer's sizer gadget: drag it until you can see most of the icons. As you do this, you will notice the window does not 'refresh' (redraw itself) while you are dragging, so you may have to release the button to discover if all the icons are visible.
4: Drag a few of the icons around. Make a mess, go on – it doesn't matter. Note: do not try this example willy-nilly with drawers or you might find some of your icons disappear into another directory and get lost...



5: Now select Clean Up from the Special menu.
6: I deliberately chucked a spanner in there to make sure you are paying attention. You will not be able to select Clean Up because the option is shadowed – that is, not available.
7: Select the Utilities drawer in the Workbench disk's window.
8: Go to the Special menu and – surprise! – Clean Up is now available. Select the option and watch those icons fly. In order to fix the icons in their new positions, you now have to go round and Snapshot them all.

The Two Golden Rules:

- Snapshot only works on icons that have been selected.
- Clean Up operates on disks and drawers – the relevant icon must be opened and selected before it works.

LESSON 14: USING INFO

You will need:

- Your Workbench disk

Now you have a better understanding of how Workbench works – albeit at a very simple level – it is time for you to start looking at some of its many hidden features.

1: Open the Workbench disk
2: Select the Utilities drawer
3: Now select Info from the Workbench menu.

After a short pause, a large window will open up and present you with a lot of information about the Utilities drawer. The bar at the top left of the screen is the name of the item you have selected information for – Utilities in this case. Just below that is the type of item: Drawer. If you have experimented with IconED on the Extras disk, you may have noticed there are several icon types: Tool, Project, Disk, Drawer and Garbage.

Each type has a different meaning to Workbench and can store its own snapshot information. It is important to know what these are if you are going to get the best from Workbench. A quick reference is listed in the panel on this page headed Workbench Items at a Glance. You can get information on any Workbench object simply by selecting it, then selecting Info from the Workbench menu.

The Size Display

Projects, Tools and Disks have a size associated with them. Projects and Tools take up a certain amount of disk space; disks have a certain amount of space available. This area displays any relevant information,

Continued overleaf ▸

drawers never display size information – but this does not mean they are empty; they still take up room on the Workbench disk.

The Status Flags

At the right-hand side of the display is a row of four gadgets used to control what are called the icon's 'protection' or 'status' flags. Flags are a bit like light switches – they can be on or off. You can change the state of any of these just by clicking them. Here is a list of the available flags and all their meanings:

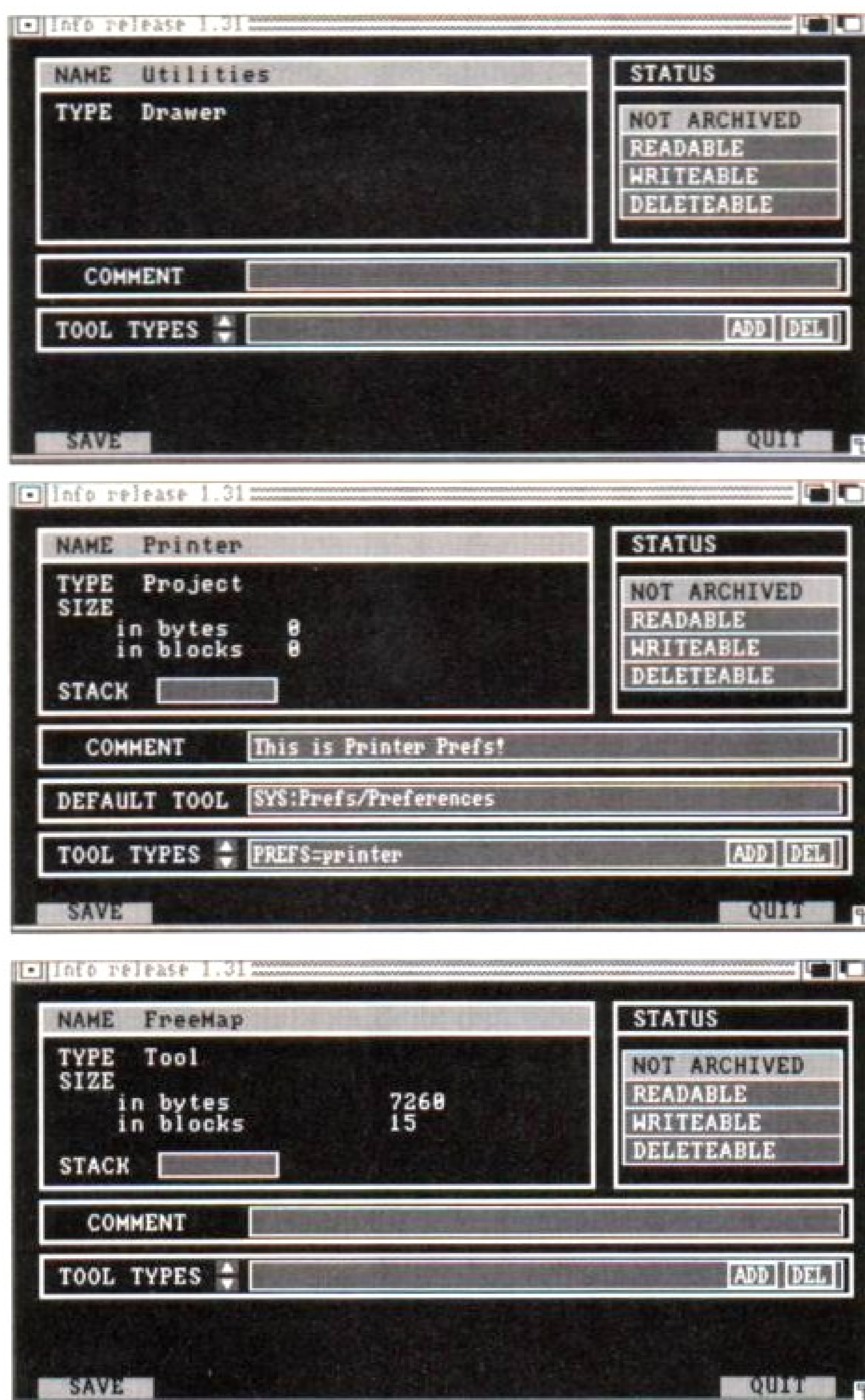
Archive: is provided for information only and is not used by Workbench. Setting (to Archived) or resetting (Not Archived) this has no effect.

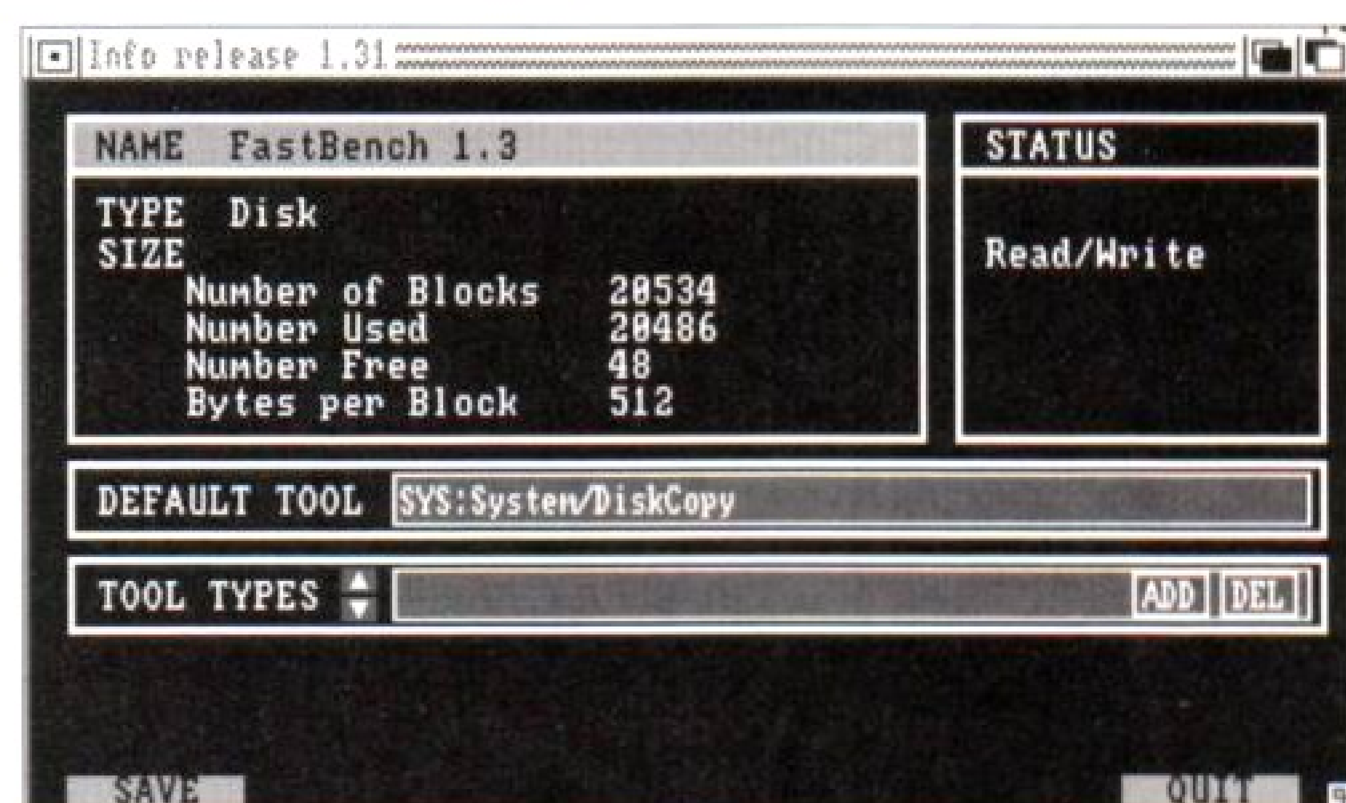
Read: is not generally used in Workbench 1.3 – but some third-party software will act on it. This flag is best left in its default state: Readable.

Write: like read, is not generally used in Workbench 1.3.

Delete: is the usual cause for heartache when trying to discard several icons or empty the trashcan. Setting this flag (Not Deletable) helps to stop you discarding something by mistake – it means you can't throw it away or change it. The Snapshot function will not work while this flag is active.

It is important to note that here icons are connected to objects (files) by name. While you remain in Workbench, the protection flags of both the object and the icon which belongs to it are affected by Info. Once you enter the Shell or CLI you get control over the protection flags of individual objects. This is where it gets confusing and is mentioned here because it can give rise to some peculiar errors with some third-party





TOP: Drawer Info; a drawer is the most basic form of icon. MIDDLE: Project Info; this info screen for Printer prefs shows how Tool Types work. BOTTOM: Tool Info; A tool has a default stack and other info. RIGHT: Disk Info; this hard disk partition is full to overflowing!

(usually PD) software. AmigaDOS will be covered later in the series and in *Amiga Format's* new sister publication, *Amiga Shopper*.

The Comment Editor

Is reserved for you to add short comments about individual icons and, although the maximum limit is 79 characters, 51 is the practical limit. It is a standard Amiga string gadget – these were discussed in Part One of this series for renaming disks and icons. Briefly, to operate string gadgets you simply click in them and start typing. If the gadget already contains text, you can click anywhere in the text and insert more text. Pressing Right-Amiga + X clears the gadget.

The Default Tool Editor

Displays the Tool for Project and Disk icons. Remember, a tool is a program: so for projects (which means files), this is the name of the program Workbench will set into action when you double-click on the icon. It also has the path: this means a description of which directory on the disk the program is in.

Disk icons use this to get the path and file name of the DiskCopy function, called when you select the

Continued on Page 192▸

WORKBENCH ICONS AT A GLANCE

TOOLS: are programs, software, applications – call them what you will. As in life, we use Tools to create things – music scores, artwork, documents and so on. This analogy tends to get stretched a bit because some Tools do not actually create a finished product as such. MORE (on the Extras 1.3 disk) is a typical example – it is a Tool which allows you to view documents.
Snapshot usage: X and Y relative to window.
Info usage: Size; Status; Stack; Comment; Tool Types.
Example: Preferences.

PROJECTS: are files created by Tools. Well-behaved Tools (such as *DPaint*) create a project icon for every drawing or brush you save. *DPaint* is a particularly good example because the picture and brush project icons look different.
Snapshot usage: X and Y relative to window.
Info usage: Size; Status; Stack; Comment; Default Tool; Tool Types.
Example: Shell.

DISKS: are displayed automatically when you insert a disk into the machine. Although the standard software supplied with the Amiga does not support it, these icons can get very large. Take the *Amiga Format* Coverdisk icon for instance.
Snapshot usage: X and Y relative to Workbench screen; size and position of first open window; view position (set by scroll bars).
Info usage: Size (disk info); Default Tool; Tool Types; Status (set by disk write protect).
Example: Workbench.

DRAWERS: represent directories in the AmigaDOS hierarchy. Using this analogy, the disk is the filing cabinet and drawers are part of it. However, drawers can contain drawers, that contain drawers, which also contain drawers and so on.
Snapshot usage: X and Y relative to owners window; size and position of window; view position (set by scroll bars).
Info usage: Status; Comment; Tool Types.
Example: Utilities.

GARBAGE: is a special directory (drawer) used exclusively by the Workbench for the trashcan. For most purposes, the trashcan acts like any other drawer but Workbench knows when it has been selected and activates the Empty Trash menu item. When you operate Empty Trash, Workbench attempts to Discard everything in the drawer.
Snapshot usage: X and Y relative to owners window; size and position of window; view position (set by scroll bars).
Info usage: Status; Comment; Tool Types.
Example: Trashcan.

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icon and select Duplicate. It always reads: SYS:System/Diskcopy. This is for developers and advanced users, so even though you can change its contents, don't!

The Tool Types Editor
The information stored in this gadget is passed to a Tool when it starts. The contents can vary greatly and are very specific to one program. Many Tools do not use this, but those that do often supply more than one option. *IconX* (new in release 1.3) is a typical example: it has two options WINDOW and DELAY. If you just want to view the current list, you can use the up and down arrows (left of the gadget). To add a new Tool Type, click add – right of the gadget – and to delete an old one, click DEL. Tool Types have no effect on Drawers.

Note: If your software's manual tells you to enter something in the Tool Types array (say, WINDOW=CON: 0/0/640/200/Turtlator) do it exactly like that. Unlike the rest of the Amiga system, Tool Types are sensitive to case – so entering Window= or wINDOW= would not work.

The Stack Editor
This is located just below the size display: in the Info for Projects and Tools is the number of bytes allocated to an application's process stack when it is launched as a process by Workbench. I have deliberately made that explanation complex as a warning: **DO NOT FIDDLE WITH IT!**

IF YOU GET STUCK

Readers experiencing problems with any part of of this series should write to:

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What does it cost? Nothing – except a self-addressed envelope. Please keep your questions as brief as possible and don't forget to mention what your system consists of! Your feedback is important because it will mould future instalments of the series.

LESSON 15: SNAPSHOT – THE UNTOLD STORY

This is not so much a lesson as one of those tips you only hear about whispered in dark recesses of local pubs sometime after the last bell has long gone. It may not seem much use to you at the moment, but there may come a time when you'll find this tip invaluable.

When you open a drawer, Workbench memorises all the icons' images – as well as all the other relevant information. This means if you happen to be working in the Shell and accidentally erase all the icon (dot-info) files, all you have to do is select all the icons and Snapshot them back. Easy huh?

Note this only works while the window is open – but it is worth knowing, if only for the one-upmanship – because very few 'experts' know this!

LESSON 16: IF SNAPSHOT, TRASHCAN AND DISCARD WILL NOT WORK...

One of the most unforgiving features of Workbench is the way it handles unexpected AmigaDOS errors. A typical case is one where you attempt to Snapshot an icon which has been made not-deleteable. In this instance, Workbench responds: "Error while writing XXXX: 222" where XXXX is the name of the icon involved. This problem is a nuisance but it can be got round easily by clearing the not-deleteable flag in the icon's info box. Much the same rules apply to Empty Trash and Discard from the Workbench menu. Here is what to do to fix this:

1: Select the offending icon.
2: Select Info from the Workbench menu.
3: Click on the not-deleteable flag box (described above) and then make it deleteable.
4: Select save to re-configure the icon
5: Attempt the Snapshot, Discard or Empty Trash operation again.
6: Repeat steps1...5 as often as required.

Thus endeth the fourth lesson.

Next: Good results from printers. Curing Preferences problems, and the 1.3 Graphic 2 options.

The A-Z of Computer Terms

Builds up in monthly parts to a complete glossary. Part Three:P-S

Pointer or pointing device: An arrowhead [or some similar design] which is moved by the mouse (usually) to "point" at the icon they wish to work on. See also: Icon, Micon.

Port: Usually an external socket where other expansion is added. The sockets for mouse, joystick, disk drive, printer, and so on are all ports. This term is also used in multi-tasking but it will not be covered in this particular series.

Process: These are just high-level tasks maintained by AmigaDOS. Unlike tasks, processes can access the DOS library and perform disk access. There is an upper limit of 20 processes running at once prior to AmigaDOS 2. Exceeding this limit gives the confusing error: Task table full – in fact the process table is full, tasks are managed in a list. See List, Task.

Project: Workbench term for a file created by a Workbench Tool. Projects can be anything from sound samples to pictures.

RAM: Random Access Memory. Programs and data are temporarily stored here whilst the machine is switched on. When power is removed however, the contents of RAM are lost. See also: ROM.

Read only: Applied to files or disks this means the object cannot be written to. When applied to disks, it also means the disk cannot be formatted.

Requester box: These are used when a program or the machine either needs confirmation from you, or, needs information from you. Requesters can be simple: "Please insert Volume Workbench1.3 in any drive" or devilishly complex with dozens of values to enter. All requesters have (or should have) one thing in common: a confirmation button and a cancel button. The text used can be variable, but usually it'll be along the lines of "OK" or "YES" and "Cancel" or "Ooops, forget it!".

ROM: Read Only Memory. Just like RAM, only permanent. ROMs are used to hold the programs which make the machine behave like a computer. See Firmware, Kickstart.

RS232: Another name for the serial port.

SCART: Standard connector on many monitors and even some domestic televisions. The Amiga can be connected directly to this with the help of the correct lead.

Screen: The area where windows are displayed. On the Amiga many screens can make up the display – each one having its own bitmap. Screens – like windows – can be depth arranged and pulled down to reveal others. See Window and see also: Device.

SCSI: Small Computer Systems Interface – this is usually applied to peripherals such as hard disks and tape streamers. See also Disk drive.

Shared routine: A small program written so that many programs can execute it at the same time. Shared routines are the backbone of resident code, all the Amiga libraries are central to multi-tasking. See also: Library.

Shareware: Software which has been placed in the public domain by its author for the purposes of demonstration. Most Shareware titles are complete and fully working, however you are expected to pay a registration fee to the author if you intend to use it on a regular basis. The licence varies from package to package.

Shell/CLI: Typically an interface to DOS where the user has to enter instructions by hand. This is much more complex than using a GUI but also more powerful.

Sibling: A child – usually refers to both processes and tasks. Also applied (rarely though) to directories. See also: Directory, Process.

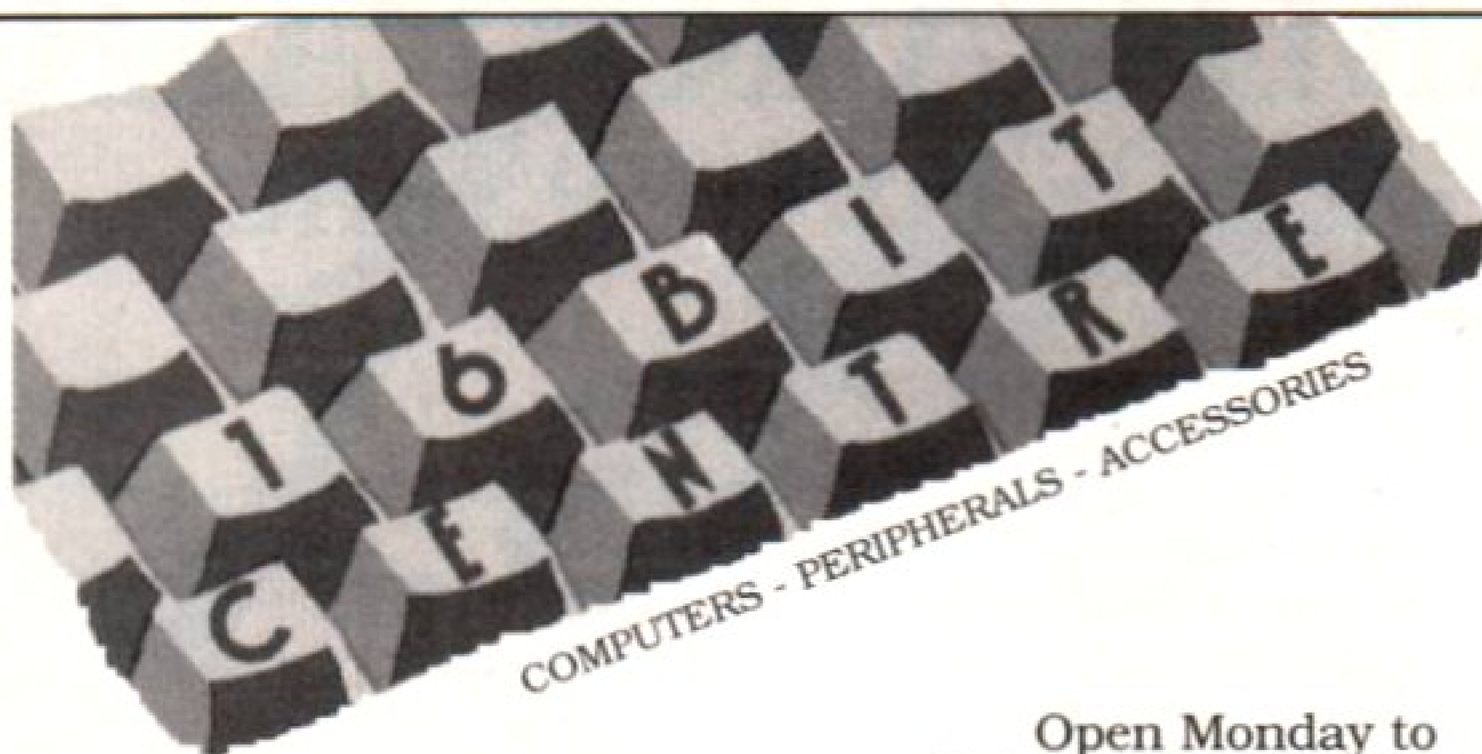
SIMM/SIPPS: Special type of RAM package used in the very latest Amiga systems.

Software: Programs used to drive the hardware. See also: Hardware, Firmware.

Tool: Workbench terminology for a program or software application.

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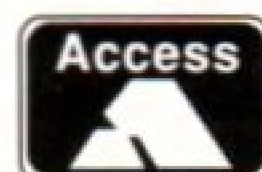
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Letters

As ever, we're keen to hear your views. Address your mailings to **Letters, Amiga Format, 30 Monmouth Street, Bath, BA1 2BW.** the best letters each month will win a prize of a T shirt and binder, so make it good!

Bad News

I have had an Amiga for some time, but for Christmas I got an Archimedes A3000 and as I got a PC emulator for it I was wondering if there was an Amiga emulator.

Brian McMahon
Blantyre

No there isn't. For anyone who doesn't know what an Archimedes is, it's a very sophisticated but rather useless 32-bit machine that has never really caught on. Acorn, the manufacturers, have somewhat dubiously tried to flog it to schools as the natural successor to the BBC micro, which it ain't.

Pervert

Cheap disk storage comes in the unlikely form of the common toast-rack. First, ensure that any crumbs or traces of butter are thoroughly washed off. Then insert your disks just as you would pieces of warm, scrummy toast. Your desk will be spick and span quicker than you can say "Where's my bleedin' rubber gloves and toast-rack, you thievin' little git!"

Chris
Birkenhead

Subliminal Massage

AF 18, Page 5, top left-hand corner... What do I find? "Eat your shorts." What can this subliminal message mean?

John Trueman
Wolverhampton

A small psychological experiment by our art editor. What amazes me is that out of over 100,000 readers of that particular issue John is the only one so far to have spotted the message. Does this mean that the rest of you only noticed it subconsciously and have spent the whole of Christmas happily munching your shreddies for breakfast?

Choc machine

Take four pounds of cooking chocolate. Melt slowly over a gentle heat, add two spoonfuls of sugar and heat over a low flame (gas mark 2, 80° C) for 3 minutes. Pour over your Amiga for a great Easter surprise for the kids.

Ivor Flabbybottom
Clwyd

Blood Simple

After reading the review of *Robocop 2* I decided to splash some of my early Xmas cash on a copy. First point of complaint is that every time you run out of energy you have to start again, but right back at the beginning. Second point is that as soon as you kill a bad guy, he comes back on screen as you go off. I quote (from your review): "Regenerating villains are monumentally annoying". ANNOYING? I could tell you a swear word or two. Overall, though, a very good game.

Matt Garrett
Albourne

PS Injecting anything into your jugular would create a jet of blood eight feet long.

Quite right. So don't try it at home, kids!

Competition Entry

Answers: Well, more of a question really. Am I ever going to win a competition?
a) I doubt it
b) Yes
c) Bananas

J J Smith
Billericay

A Haddock

To use your Amiga as a PC, don't spend pounds on a hardware emulator: simply remove the plug.

Ivor Flabbybottom
Welsh Wales

Frog-eye Sprite

I recently made a killing when I bought a copy of Bullfrog's excellent *Powermonger:* it was the best game I had got for ages. I couldn't believe my luck that EA were to release two extra disks in February: please could you let me and other *Powermonger* fans know what we are to expect?

Pete Molyneux and the Bullfrogs were down the other day, so Trenton should know more: hang on, I'll ask him.

Yeah, he says the first new disk will bring Powermonger *into this century with a World War 1 setting based on a map of Central Europe, plus a completely new set of weapons and the chance to invent technological gadgets like planes and tanks.*

The second is a US Civil War scenario: the first time breach-loading rifles, cannon and rockets were used and 'the first modern war'. Also on the way is a Tips book from EA which will contain play-throughs of lands as well as general hints on game structure and how things inter-relate.

Satisfied Customer

It is high time that we stood up and said no to those software houses that are fobbing us off with poorly-produced, unjustifiably expensive software.

However, all is not lost. Let me be the first (of many, I hope) to recommend some software that I have found to be written with the user in mind instead of just potential profit.

I recently bought *Wolfpack* by Mirrorsoft and though it allows hard disk installation on the PC, there is no suggestion that this could be done on the Amiga. Nevertheless, I copied the files onto my hard disk and sure enough it works. It does require the original disk to be inserted, but only as a keydisk.

I can thoroughly recommend this to anyone who is into wargames or submarine sims. It is superb – I can't stop playing! So congratulations to Mirrorsoft!

Steve Carter
Chelmsford

I'm very glad to hear it. We were a bit unpopular with Mirrorsoft because we gave their Turtles *game a bit of a panning. I hope the fact that we also gave* Wolfpack *a cracking 83% shows that we rate a game according to its merits, to protect you from that 'poorly-produced, unjustifiably expensive software' you speak of, but I'd like to hear what readers thought of* Turtles. *Were we wrong in our judgement?*

Quickies

I am using this as an excuse to use my new printer but I may as well ask some questions as I am really starting to go places in the world of the Amiga. Firstly, I would like to plug the Bulletin Board I am a Co-Sysop of. Its called Dayta Computer Systems and it runs from 6 pm until 8 am. It has got hundreds of files just waiting to be downloaded. So call 0482 643898 after 6pm for the best board in Hull. Phew!!! Now I can ask you my quezzies:

If piracy is flourishing so much, why do people like Datel Electronics sell Synchro Express? They must know that if it says "Copies all disks" on their ads people are going to buy it to make back-ups of protected software which is illegal anyway. I don't understand how they are allowed to sell them. It doesn't copy all disks anyway, so it is misleading.

Oh and finally, how can Domark release *Stun Runner* in the state it's in? I am not up to date with your magazine, I am still on Issue 16 so I don't know if you have reviewed it yet, but I had the misfortune of buying it for Christmas and I am disgusted. I know that it would have been impossible to have converted the coin-op perfectly but it seems to me that it had been rushed to get it released before Christmas.

Jurgen Whatchacallit programmed the 16-bit versions and after *Hard Drivin'* I was fairly confident with him making a good conversion on *SR*. But he has let himself down. The graphics are terrible (the ship doesn't even look like its arcade parent) and the speed is soooooo slow you wouldn't think it was running on an Amiga.

Oh well, I have had my say, now its over to you. Oh and keep up the good work. My New Year resolution is to buy every future *Amiga Format* there is 'cos as it is now I certainly don't mind paying £3 a month.

Craig Hobden
Hull

There's an awful lot of controversy over these copying devices, but they do have many legal uses, so you can't really ban them wholesale. The argument I often hear is that just because a knife can kill people doesn't mean you're committing murder by selling carving knives in a kitchen shop. In the end, these devices are merely a symptom of piracy and not the cause of it.

I personally believe that the whole piracy debate will begin to stop meaning anything as magnetic disks become things of the past over the next few years. Really, the floppy disk is the 78 rpm of the computer industry. With 'uncopyable' media like CD and ROM cartridges taking over, I reckon the price of games will drop and the whole self-perpetuating cycle of "I can't afford a game so I'll copy it and the software houses will make it more expensive" will finally be broken.

Yes, we were a little disappointed with STUN Runner too. We reviewed it in Issue 18 and it got 60-odd percent, but it was much slower than it should have been. But Jeez, the thing that amazes me is that you're still stuck on Issue 16! What's the problem? I know the issue size is so vast nowadays that it takes a long time to read them properly, but don't you realise what you're missing out on?

Here's your Answer...

Just a quick note to Sir Clive. (In Issue 20's Letters pages we had a chap going by the funny name of Sir Clive Sinclair asking if he could get a Spectrum emulator for his Amiga - Ed.) If you want a Speccy emulator then give Runway A500 BBS a ring on 0293 884117. They have one in their PD library that actually works. Games are loaded in via a sound sampler and can then be saved to disk. If you ain't got a modem write to: Runway A500 (PD sales), The Hope, Vicarage Road, Crawley Down, Sussex RH10 4JJ.

Alan Sugar
AMS Trading

Errm... thanks for the information, Alan. How come the bosses of Amstrad and Sinclair Computers all read Amiga Format*? Are there any other well-known computer company owners out there who are worth millions of pounds? If so, can you lend me a tenner?*

Another Answer

In reply to Bradley Long's letter 'Talking Computers in Issue 20's Letters pages, I can tell you of a Public Domain sample player that plays sounds when you insert or eject a disk. It's called *Interrupt Sample Player* and lives on Fish Disk 302. I've also released some samples for use with it into the Public Domain myself: they're on a disk called *OJL Sound Effects*.

Oliver J low
Towcester

What Nightmare?

Why did Ocean ever drop their plans to do a game based on *A Nightmare on Elm Street?* If they can do decent jobs with *Robocop 2* and *Batman* (amongst other) why can't they convert Krueger to our screens?

Stuart Hardy
Sheffield

Stuart, why do you write so many letters to Amiga Format*? Not that I mind – it's actually rather jolly to hear from you a couple of times a month. Back on the point, we have not heard anyhting about plans for Ocean to do a* Nightmare *game, but we'll phone them up and check for you anyway.*

PRIZE Letter

Pagestream Protest

I must protest about the reviews, in your last issue, of *Pagestream 2* and *Professional Page 2*.

I am a registered owner of both of these programs (*Professional Page* Version 1.2 and 1.3 only) and have used both for some considerable time, unlike your reviewer, whose ignorance of *Pagestream* is staggering. I don't mind a hard-hitting review (in fact it helps me choose my software) but it should be knowledgable and truthful, and Phil South's review of *Pagestream 2* is neither. So having the average Englishman's sense of fair play (that dates me a bit!) I must ask you to let me say a word or two in rebuttal.

Poor old *Pagestream* receives the full brunt of his dislike of interlace mode, and with crashing ignorance he proceeds to inform us that interlaced black-and-white is all you can have. Rubbish! If he reads as far as Page 9 in the manual he will find a detailed list of all the modes (including 16 colours in non-interlace mode). Even the earlier versions were capable of this, so where's he been all this time?

Soft-Logik, the producers, must be wondering what they have done to be thus kicked in the teeth, especially since they have placed a full page advertisement, showing a full-colour screen produced on *Pagestream*, in the same issue. It was done using V.2.1, but could equally have been done on V.2.0, or even V.1.8. You may make each word a rainbow on screen if you wish. I think that a handsome apology is due from Mr South, for the damage caused to the sales of an excellent program.

He thus wasted a whole paragraph moaning about interlaced mode, and another telling us how you can choose the mode from CLI in *Pro Page*, when in fact, both programs are similar in this respect, but does not, of course mention Pagestream's easy rotation of text and graphics, or even text and graphics combined (a feature only recently emulated by other packages).

As for running text around irregular graphics, this is child's play in *Pagestream*. Has he tried it on the latest version of *Professional Page?* One experienced editor recently admitted that it took him an hour to run text around one fairly simple graphic using *Professional Page 2*. I believe him.

Presumably I received the same manual that Mr South did, and while I agree that the shades of white in the upgrade are slightly different, careful inspection shows that the size of paper is identical – so much for shuffling a pack of cards behind one's back. Many of us prefer the ring-binding used by *Pagestream* – it makes for easy updating, and the pages do lie flat when it is open. I found the manual easy to use, and very informative, with good tutorials and plenty of excellent examples.

The interface too, is intuitive, and friendly. Almost every command can also be entered on the keyboard, or typed into macros.

I am at a loss to understand his comments on print quality. I can only assume that he chose low-definition from the print menu. I use a 24-pin dot matrix printer and a Hewlett Packard Deskjet+ (I used to use a 9-pin Panasonic) and the only comments ever evoked by work I have done for others has been on the excellence of the print.

As for not being able to use Amiga printer drivers, all versions up to 1.8 included a Preferences driver, so that you could choose your own. Why this has not been included in Version.2 I do not know. Presumably their own drivers were so much better.

In any case he has only to write to Soft-Logik and they will write a driver for any printer he cares to name.

He should also remember that it was Soft-Logik's pioneering of structured font conversion to high resolution bitmaps for printing on dot-matrix printers that forced Gold Disk to do the same with *Professional Page*. Does he remember the really atrocious output from *Pro Page 1.2?*

I will agree that *Pagestream 2.0* is far too slow on screen updating. This is, of course, due to the use of structured screen fonts, but he will find that Version 2.1 is faster. In any case, if he is willing to forgo the use of Compugraphic or Postscript fonts on screen he could use the earlier version 1.8, which uses bit-mapped screen fonts and is very much faster.

I cannot comment on *Professional Page's* stability (I could quote the aforementioned editor, who crashed *Professional Page* several times an hour, but will refrain). I am also told that Fleet Street are prone to curse both *Quark Express* on the Mac and *Aldus Pagemaker* on the IBM PC for the frequency of their crashes. I produce a sixteen-page church magazine monthly on *Pagestream* and have very little bother indeed.

As far as editing within the program is concerned, I have little criticism of either program, using it mainly for last-minute adjustments. I do most of my typing in *Protext*, check the spelling, then save it as an Ascii file and pour it into a *Pagestream* template. The text 'tagging' in *Pagestream* is superb. I have sometimes changed the Heading and Body-text fonts in the whole magazine

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in, quite literally, less than a minute, just to see what the effect would be if I used Avant Garde instead of Helvetica for the Headings, or Palaccio instead of Times for the body text.

Drop Caps are fairly easy on *Pagestream*, once you know how. Draw a simple box in white where you want the dropped cap, invoking text runaround, and then place the Capital (any size) somewhere in the margin or on the page surround. Drag it out using the sizing squares to the size you want it, then pick it up and move it into the space left by the box.

I have no connection with Soft-Logik other than as a grateful user. I used *Professional Page* quite happily until I found *Pagestream*, which seemed so much more powerful and friendly. Like any other powerful programs – Spreadsheets, Databases, Word Processors – it is the amount of experience of them that counts. I would now hate to have to get to know another DTP program, because familiarity with *Pagestream* has made the production of all sorts of documents and posters so quick and easy. As Phil South says, he learned on *Professional Page* – and how it shows! Let someone else review *Pagestream 2.1* next month – even me!

D Richardson
Buxton

It's a very long letter, Mr Richardson, bit I've printed it more or less in full to show that we don't mind criticism of our reviews. In fact, we would positively encourage users who are committed to various products and feel we under-represent them to write and tell other readers what they think. These pages of the magazine should certainly be a forum for the exchange of opinion amongst readers as well as allowing us to express our opinions direct to you.

Your letter contains a great many well-argued and well-balanced points of view, some of which agree with Phil's comments in his review. I am quite happy to let it stand as it is, but I'd like to make a couple of relevant points in Phil's defence.

One: the manual we had was very poorly produced and Phil's criticism is valid. Two: I really couldn't see how to get a 16-colour low-res display on the screen, though you certainly can use full colour on the output, which is what the Soft-Logik ad shows. However, this would seem to be an error on Phil's part. Three: Phil's comment about print-out on dot matrix machines is from experience and quite true.

Apart from this, you are quite right that Pagestream has its advantages and features that Pro Page does not have. In only a page, Phil could not possibly mention all the features of such a heavyweight product, so we asked him to give his impressions. I personally think his view that Pro Page is the superior product is justified.

This does raise a general principle that potential buyers should always bear in mind. Obviously, if a product costs only £20-£30 pounds we can easily say 'pop out and buy it' and be sure that readers won't be disappointed if they happen not to like it as much as we did. But a product costing £200 is a major investment and you are always best advised to take a careful look at it yourself before you buy.

Disk Requester

I am fed up with disk-swopping every time I enter a CLI command etc so I have decided to buy an external drive. Please could you recommend a reasonably-priced and quiet external drive.

Rowland Curtis
London

The best thing to do would be look at the supplement attached to this issue. The free promotion copy of our brand new sister magazine, Amiga Shopper, will tell you exactly what you need to know. Look at the comprehensive round-up of disk drives and see what they recommend as being the best quality and the best value in drives, but keep an eye out for the Power Computing drives in there.

Aussie PD

With the way Public Domain goes here in Australia it is very difficult to find anybody who caters for the demo freaks here, so I am very interested in starting a PD service which can cater for them. I'm sure a lot of people would like to send to England for disks but the prices and the waiting stop them from doing it.

So I was wondering, if I were to purchase disks from a PD library could I use them to start

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my own library here or does that violate any laws? What I am looking for is information about this, so if there is a PD library that could help, please write to me at this address: PO Box 483, Mowbray Heights, Launceston, Tasmania 7248, Australia.

Jim Pike
Australia

I really don't see any problem with you disseminating PD demos in Australia: that is, after all, the idea behind PD. If there are any libraries out there that want to get in touch with Jim, that would be great. In the meantime, Jim, write to 17-bit Software, who are real experts at demo stuff, at this address: PO Box 97, Wakefield WF1 1XX, England.

Pain in the Ass

OK, what is the commonest size of paper used in a laser printer? Answer, A4. Why then does the only Preferences printer driver for the HP_LaserJet only print to a maximum of 10 inches? I, like the majority of laser printer owners, have to resort to using this driver since both Commodore and Epson are not interested in writing a driver for the Epson GQ5000, the printer I currently use. This means, folks, that if you are considering buying a laser printer which is not listed in devs/printers and have to use HP emulation, then be content with a maximum of 10 inches and forget about how many scalable fonts the printer can produce – you'll not be needing them.

If Commodore wish the Amiga to be taken seriously then they had better think about improving this aspect of the machine. At the moment serious word processing and DTP on the Amiga using a laser printer for output is both a frustrating and a painful process.

Ian Moran
Belfast

I've always believed that attaching a printer to your Amiga should be no more painful than a simple 'plug in and away you go' process. Too often, all the flash advances in technology get the investment and the thought in computing and the idea of functional simplicity and peace of mind in use gets no attention at all. Perhaps a simple way of getting printers of any kind to work with the Amiga – some kind of intelligent driver – is more important than the latest advances in the ECS and Workbench 2.

Your problem is reflected by many similar experiences all over the country. Mark Smiddy reports that in the support service he is currently giving to back up his beginners' series he has more enquiries about using printers than on any other topic.

In response to this, we're looking at setting up some kind of forum within the Workbench pages so that readers can swap advice, information and especially drivers for printers. If you have an unusual or helpful driver, please write to Workbench and tell us.

Kids' Stuff

In Issue 19, someone wrote in saying that *Kids and the Amiga* is a good book to get. Well, I was flicking though your mag and I found that Soft Machine are selling the book for £15.95 and that seems an awful lot for a book. Are Soft machine trying to rip us off, which I doubt? Is there some kind of mistake? Or do computer books always cost this sort of price, and if so, why?

Richard Chalmers
Bracknell

Yes, computer books do tend to be very expensive, partly because they are packed with an awful lot of very specialised information and partly because in book terms the market for them isn't so big, so they cost a lot more each to produce than Stephen King's latest paperback. I'm not familiar with this book but I wouldn't mind a look at it if it's recommended. I'll try to get them to send a copy.

Begging Letter

Aaaaaaaagh! This is the seventh letter I have written to you and I have not had one single one published! It really cheeses me off when some people get three or even four published in the same issue! All I want to do is advertise my club, AJ's Works.

It is aimed at new users and beginners who need some help. It costs only a pound to join and we have many special offers, so I reckon it's a bargain. Write to 34 Staining Rise, Staining, Blackpool, Lancashire FY3 0BU.

Andrew 'Beeped off' Johnson,
Blackpool

There you go, Andrew, hope that helps you a shade. While you're down there, me boots are dirty...

PRIZE Letter

Great Expectations

Just as Commodore seem to have realised, with the 3000 and the 3000UX, that the way forward for them is with the Amiga, the underlying technology is beginning to be pretty stale and out-of-date. While PCs with VGA graphics, 256 colours from a 24-bit palette and resolutions of up to 1024 by 768 are becoming the norm, the Amiga has gained... errm... the little-used EHB mode.

OK, so the ECS gives two new modes, but they're restricted to four colours from a 6-bit palette. The other modes are still restricted to a 12-bit palette, which is nothing special now. A 24-bit palette is needed ASAP.

In a multimedia machine sound is important and at least eight channels should be available (for four stereo events) along with a much higher playback rate and also an exclusive operating-system-only channel to allow for audio feedback of errors and available at any time.

Of vast importance is the resolution of the memory-bandwidth problem, especially if more audio and graphics data is to be pumped out. Can I explain? The Amiga can access memory around 14 million times a second. Of this, the 68000 needs seven million, leaving the custom chips to use the rest for graphics and audio accessing.

But if a lot of graphics and sound data is being transferred more than the available time is needed and time is stolen from the 68000, slowing down the system. Wasteful, eh? Lots of Fast RAM helps, but I don't think it's a complete solution.

Commodore should also stop expecting us to use these evil black-scanlined monitors. VGA and multisync monitors are often under £300 nowadays and a VGA port should be part of each and every Amiga, starting with the A500-P and the new, revised C2000. The A3000 has this.

Much improved manuals and system disks are needed, including conversion programs to transfer data from other machines. An extended Trackdisk device should be easy to set up, allowing the user transparent access to Amiga 1Mb and the new 2Mb disks, PC format disks and perhaps even Macintosh disks.

Grellan Larkin
Moycullen, Co Galway

I reckon that's possibly one of the most imaginative and comprehensive set of suggestions I've heard in a long time. What particularly appeals to me is the idea of perfecting the Amiga as an advanced yet compatible machine. Tied in with the idea of a simple printer set-up and a friendly graphical interface, a solid and strong comprehensive machine for the '90s is only a step away. If the Amiga could do all this, it would make a hell of an impact.

Turtle Appeal

I would be grateful if you could tell me whether the arcade version of the Teenage Mutant Ninja Turtles computer game will become available for the Amiga 500 and, if so, when?

RT O'Mahoney
Stoneleigh

We haven't heard of any possibility of the arcade machine Turtles *game being converted to home computers. The arcade game was produced by Konami while the original American* Turtles *game that Mirrorsoft improved to get their version was by Ultra. Apparently there is some contractual reason, to do with the licensing of the* Turtles *name, why the arcade game will not come out. We think this is a great pity since the arcade machine game is very good.*

No Disk Blues

I went into my local newsagent to buy my favourite, *Amiga Format*. I quickly picked it up and found that there was no disk attached. I walked over to the newsagent and asked for my disk, but she told me that if there wasn't another copy of the magazine with a disk on, they didn't have one. I had two choices: put the excellent magazine down and take another one or take it the way it was.

So I took the magazine, because I buy my mag for its content as well as the Coverdisk. Unfortunately the Coverdisk (Issue 19) had some very useful

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programs on it which I desparately needed. So if it would be no trouble, could you send me Coverdisk 19, please?

Chris Rainbow
Witney

Some newsagents take the Coverdisks off the magazine to prevent them from being pinched, so always do as Chris did and ask for one. On the other hand, many don't: and occasionally, as happened to Chris, you may find that some other little tinker has whipped the Coverdisk off already and that no-one else has been willing to buy that particular copy. No great surprise, really!

Now, your newsagent is theoretically under an obligation to get you the magazine as it should be, so very often if you ask you will find that they have another few copies stashed away somewhere and can dig you one out.

If newsagents have this problem, they can also send the diskless copy back to the distributors who supply the magazine to them, who will replace it with a proper one. The same goes if they have run out: ask them, and they should be able tio get extra copies from the distributors.

Now, if you should be stuck with a copy of the magazine but no disk, we do now have a system for dealing with this. If you send us a letter and some kind of proof of purchase, we can send you a copy of the Coverdisk from a supply that is sent to us by the disk duplicators every month.

Disk Blues 2

Why do you put the labels on your Coverdisks upside down?

I think it is normal practise to place disks in the diskette file with the metal slider at the bottom so that you can read the disk titles. This seems to be the arrangement used by other software publishers.

If we place your disks with the metal slider to the bottom, the titles are upside-down. If we place them with the titles the right way up, they can not be read because they are then at the bottom of the disk box. I hope you will endeavour to correct this fault. I will be watching in anticipation for future editions of your wonderful magazine.

F Waspe
Leeds

The fact of the matter is that we usually want the Coverdisk labels to be put on so that with the metal shutter facing down the label reads the right way up, but it doesn't always happen that way. don't ask me why, it's just a quirk with the guys who stick them on.

However, we've just changed disk duplicators and in actual fact we were on the phone this very day confirming with them which way up we want the label put. We've also taken extreme steps to ensure that when the Coverdisk is taped to the front of the magazine the label will also be the right way up to read. so from this issue on, we don't think you'll have any problems.

Virus Idea

I have an idea that, if taken up by the right people, should be very profitable. The idea is this.

Software and hardware companies should get together to produce the ultimate virus killer: a piece of hardware that dealers can fit and maintain. It would check every disk as it is inserted in the drive and if a virus is found, give the option to kill it or not. It should activate as soon as the computer is turned on. I figure that it should retail at around £20 and when new viruses start appearing, new killers should be offered on an update at £5 in return for your old version.

If it's taken up the great, but if not, then too bad. A little food for thought...

Gary Rotherham
Mexborough

It's just an idea, I relaise, but it is an excellent one. The only minor problem with it that becomes apparent in the way you have expressed it is that if dealers have to fit it in the first place, would you not then have to take your Amiga back to the dealer every time a new version was released in order to get them to replace it?

Nevertheless, the idea of a completely foolproof hardware-based virus killer is a good one, and it would seem to make sense to have it done as a chip or similar that could actually be placed inside the machine on the circuit board rather than dangling off one of the ports and using up valuable facilities. I would be interested to know if anyone has studied the feasibility of a hardware virus hunter-killer.

ADVERTISER'S INDEX

Compos and more Compos

"I know what Neoplasticism is" Competition

Philips

Right answers: B, A, B

One main prize of Artist Series monitor goes to Tim Liversedge, Wimbledon.

50 runners-up packs of poster, sticker, puzzle game, T Shirt go to: Paul Bonehil, Nuneaton: A Surtees, Hartlepool: Robin Stanbridge, Vernon Dean: Eddie Foreman, Kings Lynn: Mark C Hodgson, Hetton-Le-hole: Steven Rose, Hucknall: David Mainstone, Poole: Richard R. Reaveley, Gateshead: Mark Saunders, Bournemouth: James Ellins, Wimborne: Paul Rousell, Bristol: J McGuiggan, Glasgow: C Owen, Leeds: Richard A Smit, Ilkley: C Le Mar, Faversham: Lee Thompson, Leeds: C A Shaw, Ilford: R McQueen, Portland: Steven Fletcher, Bishop Auckland: J R McDonald, Scarborough: Carl Jones, Manchester: Andrew Stansbie, Armitage: Stewart Worrall, Totland: K J Williams, Basingstoke: A J Poole, Great Wakering: Richard Grimwood, Rayleigh: T Hall, Whitchurch, Hants: Glen Hickman, Wickford: Dawn Mustoe, Bridgend: J T Hurley, Liverpool: Tobie Cunliffe, Wimborne: Robert Ceast, London: R Greene, Paisley: Paul Sewter, Norwich: Andrew Hickmott, Tonbridge: Colin Tunstall, Preston: Graham Tuins, Plymouth: Christopher Sorsby, Harrogate: Mark Shaw, Halifax: Gillian Dixon, Blyth: Matthew Sadler, Melksham: F Feathstone, Bath: Peter Johnston, North Berwick: George Wyatt, London: Ian Anstee, Witney: D Miller, Bassingdourn: B Logan, Chippenham: William Fleming, Falkirk: Andy Grant, Beaul: Sam Yeung, London.

"Wings of Death" Competition

Thalion

Three Philips CM8833 monitors go to: Paul Chan, Halifax: Miss C Mallon, Manchester: C Burdell, Calne. Twenty copies of Atomix go to: P Davey, London: Anita Lowlor, Birmingham: Danny Green, Hull: Keith Stokes, Bexhill-on-Sea: Paul Sawyer, Nottingham: Paul Thurogood, Blackpool: Gary McAfee, Northallerton: Nigel Impey, Higham Ferrers: Mark Lockett, Manchester: J Allen, Chesterfield: S C Griffiths: Alnwick: P Meyer, Bagshot: R R Alexander, Newcastle Upon Tyne: Mike Ball, Leicester: M Depear, Throckenholt: Gordon Tunnicliffe, Coventry: M Perret, Walgrave: John McCrory, Brentwood: C Munnelly, Merseyside: R E Telford, RAF Ascension.

"Grabbed by the Dongles" Competition

Datel

Right answers: A, B, C

Twenty Action Replay II cartridges go to: S D Carter, Burnley: T M Witts, Catterick Garrison: Simon Roberts, Ulverston: A Wells, Dorking: Graeme Bullraig, Luncarty: Simon Howlett, Darwen: Ian Pike, Porthcawl: P M Anderson, North Harrow: D O'Connor, Maidenhead: R S Eadie, Wedmore: R Whitfield, Colchester: Mark A Thistlethwaite, Accrington: Anonymous (you forgot your name!) of St Pauls Road, Chichester: A D Dagata, Hornchurch: RLK Taylor, Aberdeen: J Holsgrove, Uxbridge: E W Pellegris, Wallasey: Paul C Craggs, Salcombe: M Luckhurst, Croydon: Richard Alexander, Pencader.

BIG is Beautiful Competition

Cortex

Right answers: C, A, A

One main prize of Cortex 8 Meg expansion goes to Douglas Maiden of Bolton. Two runners-up prizes of half-meg expansions go to: Allan Graham, St Helier: Marcos Martin Scriven, Norwich.

"Duck, You Suckers" Competition

US GOLD

Right answers: C, B, B

Seven big prize winners: **Sony KVM-1420 Colour TV** goes to Paul Christopher, Southampton:
Sony SLV-270 VHS video goes to J Jordan, High Wycombe:
Sony WM-DD30 Walkman goes to P R Gosling, Stourport on Severn:
Sony D-22 Discman goes to AJ Starke, Ashton-in-Makerfield:
Sony FD-250B Watchman goes to J J Smith, Billericay:
Sony CFS W504L Stereo Radio-Cassette goes to Patrick Robinson, Peckham:
Sony ICF C240L Clock Radio goes to K Henry, Catford.

10 copies of Line of Fire go to:
Chris Fallon, Runcorn: Keith Roddis, Rotherham: Eamonn Dowler, Keighley: Karen Mullis, Solihull: Clive Connor, Luton: Colin Watt, Sheffield: I Jones, Cambletown: Abi Adebayo, London: James Baker, Keynsham: M G Davey, Cheltenham.

20 Line of Fire headbands go to:
David Ainslie, Stirling: Clifford Groves, Newport Pagnell: G P Derrick, Nottingham: J E Traill, Jarrow: Colin Stevens, Bowness-On-Windemere: B R Manford, Sutton-At-Hone: M Davies, Longford: Avtar Johore, Abingdon: Steven Holland, Colwyn Bay: Matthew Dunn, North Berwick: Richard Peake, Winchester: S Goodman, Newmarket: Andrew Burningham, Sherborne: Keir Fraser, Maidstone: Matthew Jacklin, Little Brington: C M Cartwright, Arundel: M A Tyler, Eastleigh: Tim Fawcett, Tadcaster: Chris Gerrard, West Kirby: R Dale, Newtown.

50 Line of Fire tattoos and posters go to:
K Anthony, Welshpool: Kevin Molloy, Stockport: R Beddard, Hatfield: J Pearce, Aldershot: C M Kelly, Farnborough: Paul Warnes, Wakefield: Craig Dickson, Nottingham: Phil Bromfield, Gillingham: Roger Booth, Huddersfield: Mark Swales, Leeds: E Graham, Leicester: M Dobby, Brighton: A P Fullen, Lanchester: David Atkinson, Durham: Richard Dewar, Newtonhill By Stonehaven: M Chapin, Cleethorpes: Tony Darbyshire, Wigan: Andrew Wells, Rochdale: M Heninghem, Gosport: R Trigg, Grays: G Stevens, Shildon: Benedict Green, Teddington: David Dominy, Hythe: Matthew Condillac, Kettering: Matt Gardom, Sutton Coldfield: Brian Coomber, Coventry: Elisabeth Koubdjanian, Lyon, France: Andrew Leonard, Newport: Paul Dias, Bristol: Douglas Richards, Lanark: C D Lloyd, Portslade: James Smith, Droitwich: R C Ward, Liverpool: Keith Jones, Plymouth: S J Kirwan, Bridlington: Marcus Allen, Yarm: R J Blount, Minehead: R Marley (Rasta man?), Hebburn: T Hope, Hartlepool: P Bentley, Liversedge: Gary Alexander, Kings Lynn: Neil Smith, Camberley: C L Owen, Winsford: Paul Maxwell, Kessingland: D Hammond, Watford: A Mclean: Walsall: Ron Meacham, Tamworth: Thomas Doyle, Helston: Simon Bishop, Colchester: H G Hopkins, Peterhead.

Errm...Our Mistake!



Our World Championship Soccer review on Page 72 of the last issue carried the wrong score: the real Verdict rating is 60 percent. Apologies to Psygnosis for the production problems with the pictures on Page 80 that made their game *Obitus* look less than the graphic masterpiece it is.

Who Said That?

Care to win a special prize? Each month you will find, on the bottom-left corner of our Contents page near the blurb about who did what, an obscure quotation. Each month the most accurate (or the most imaginative and amusing!) description of who said that and where will win a nice little something (hopefully a limited edition *Amiga Format* T-shirt, but we haven't had any printed yet). Write to Who Said That?, *Amiga Format*, at our Bath address, before April 11th.

"Lemming Meringue Pie" Competition

Psygnosis

This competition is now closed for entries, but because we've got to take a trip to Liverpool and go through heaps of your artwork with the boys at Psygnosis, we can't announce the winners until next issue.



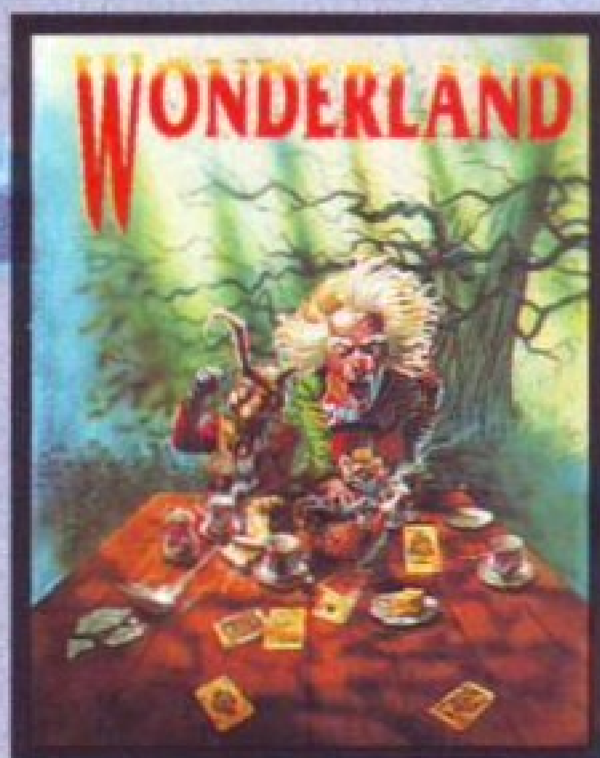
Credit is Overdue

Apologies for forgetting to give due credit to Ben Morris and to Mel for their excellent illustrative work on last month's lead feature. Ben was responsible for the animation, finance, music and graphics pictures plus much of the inspiration while Mel created the DTP, video, word processing, databases and contents pictures. Thanks!

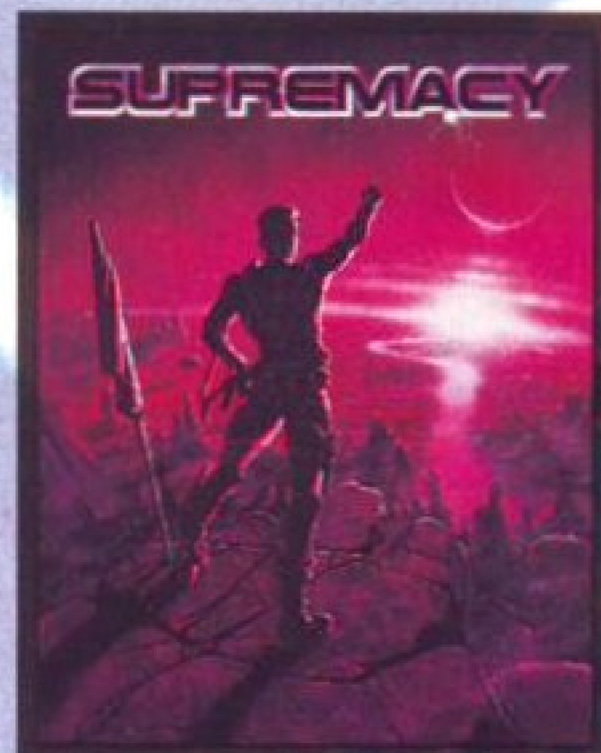
Many thanks too to Kate Hodges for her excellent photograph of Marcus, our Art Editor, skateboarding – which we've used twice before!

GURU'S MEDITATION

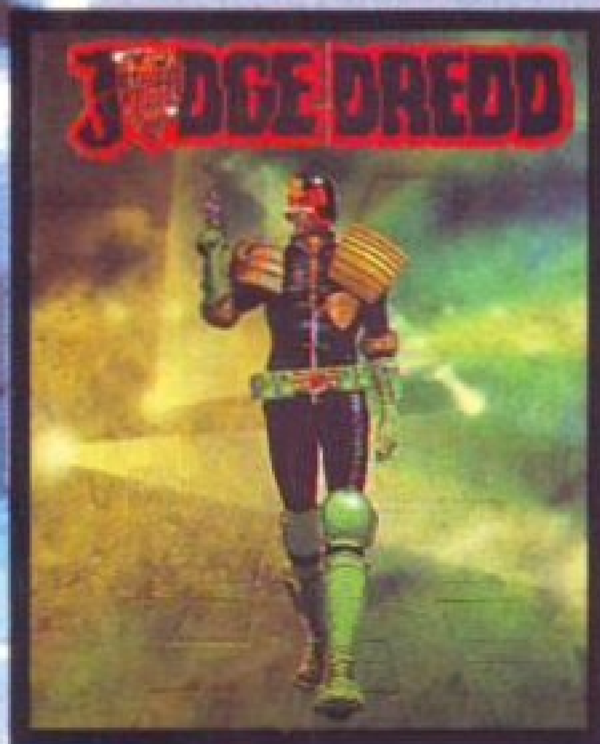
REASONS TO BE



WONDERLAND
Puzzles, conundrums, potions, caterpillars, mushrooms and very Mad Hatters for your IBM PC, Amiga, Atari ST and Archimedes



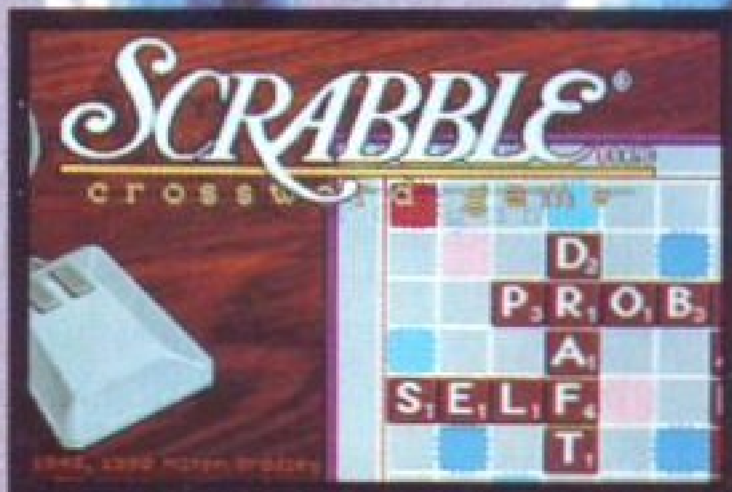
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